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ELECTRONIC GAMING MONTHLY

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Full Coverage of the
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**OVER
100**

GAMES INSIDE

Bomberman 64 • Duke Nukem 64
Pandemonium! 2 • Bio Freaks
Marvel Super Heroes vs.
Street Fighter • Mega Man X4
Azel Panzer Dragoon RPG

95

JUNE, 1997
\$4.99/\$6.50 Canada



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GEX 2



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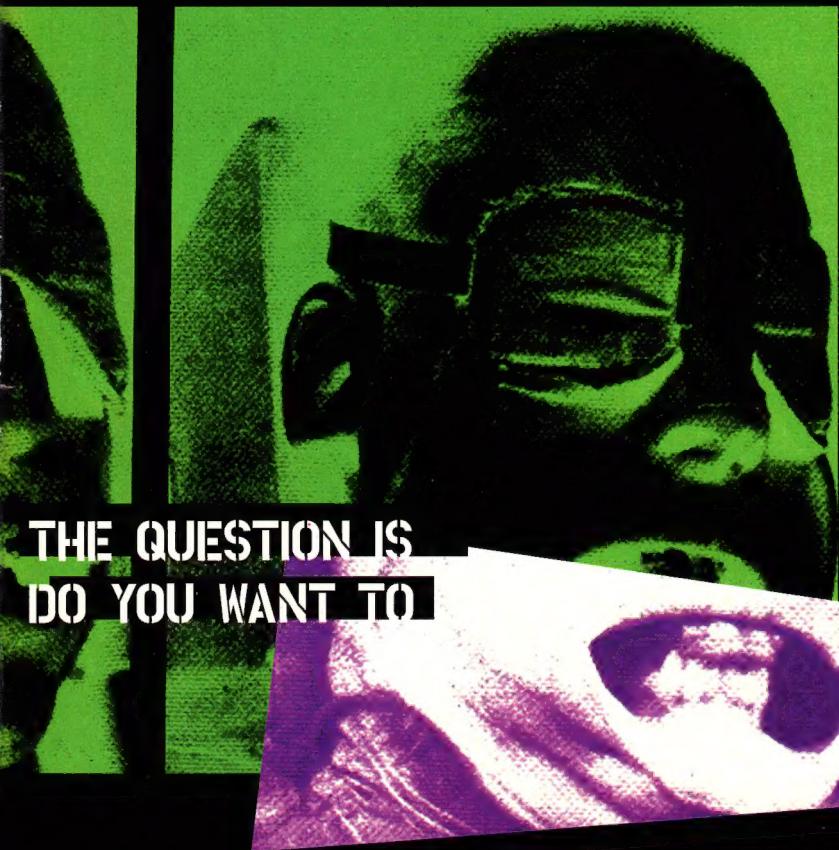
SUBJECT ENTERS HYPER-REALITY
OF THIRD DIMENSION



SUBJECT INTERACTS IN REAL
TIME WITH FELLOW PILOTS



SUBJECT PERSPECTIVE CHANGES
FROM VICTOR TO VICTIM



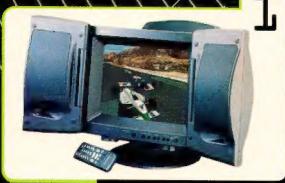
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VIDEO GAME



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1

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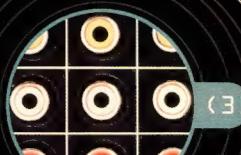


2

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By Ed Semrad - 75052.1667@compuserve.com

- What makes a good game?
- Posters: good or bad?

Why is Mario 64 such a great game? Odds are you either said that it has spectacular gameplay or you said that it was because of the creative genius of Mr. Miyamoto. Both answers are correct and lead into this month's editorial: Why aren't all games extraordinary games? Certainly there are a lot of variables, ranging from the original concept (some games should never have been started), to the layout and design (a game should be challenging but not impossible nor too easy), to the capabilities of the artists, designers and programmers (the greatest idea done wrong is still a bad game) and finally to the capabilities of the hardware (the more machine memory and game memory the better). The last element in the recipe for perfection is a Miyamoto, or a Yu Suzuki—a project leader who has that imaginative flair for making sure the game is fun to play.

Do such people exist in the U.S.? Yes. While very few in number, these people are the unsung heroes—the true game gurus. They have been in the business for quite a while; have worked their way up the ranks; and have left their mark on the industry with some of the most revolutionary and best-selling games of our time.

So why haven't we heard more about them? After all, if you open up any Japanese game magazine, there will almost always be something written about Miyamoto or Suzuki.

We've tried to do an article on these visionaries, but the companies have always been very reluctant to let us start talking about any one person in particular. Granted, a good game is a team project, but when was the last time you saw pictures of the staff working for Miyamoto?

Games are created a lot differently in the U.S. than in Japan, though. Over here many times the programming is done by one company, the art by another, the overall coordination by the developer and the publishing by yet another. When only one person is singled out, there can be a lot of resentment among the staff, and relationships get strained. It's the game that ultimately suffers when the chemistry isn't right. Right or wrong, that's the way things are done. It doesn't matter that CEOs get all the credit if a company does well (or poorly) because of the staff's efforts. Down at the working level, the product manager



Ed tries out Sega's upcoming Saturn disc-Sonic Jam—at the Tokyo Game Show.

who guides and shapes the team's efforts daily must remain in obscurity.

Of course, the obvious reason why these talented people are kept out of the limelight is because of the old law of supply and demand. With not more than a dozen "golden boys" in the game industry, these wizards are in big demand and companies get very protective of their key people.

Unfortunately, there can't be enough good things said about these superstars other than thank you for giving us the great games that you managed. Industry politics prevent me from naming everybody specifically, but if I mention Shiny, Iguana, Nintendo R & D, Sony San Diego, Universal/Capcom R & D, Crystal Dynamics, EA Sports and SingleTrac, you can read between the lines. Hopefully one day in the near future we can do an article on the true story behind the games that we play.

In other news, I am looking for some specific information from our readers regarding the posters we are packing in with each issue of *E.G.M.*

- 1) What do you think of the posters we have run so far?
- 2) Of the genres that we have run—mech, movie/game or girl—which did you like and want to see more of?
- 3) Is there another category which we should try—anime, cartoon, comic book etc?
- 4) If posters aren't that exciting, what about premiums like stickers or decals?
- 5) In the past we ran minidigest-size individual game strategy guides. What are your thoughts on these?
- 6) Or, is all of this unnecessary and we should just add another dozen pages or so to the magazine?

Your comments are appreciated and I will personally read each letter. My e-mail address is listed above and the 1920 Highland magazine address is to the right in the masthead.

Thanks for all of you who have been writing to me with your comments about the magazine and enjoy this issue as we really packed a lot of new pre-E game info into it.

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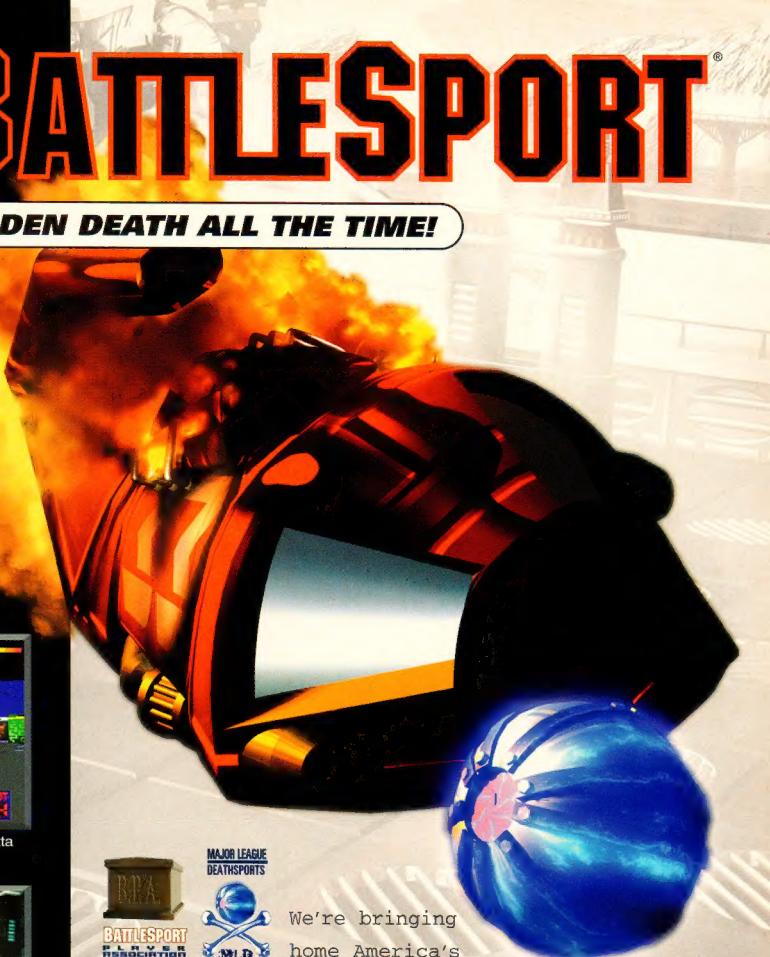
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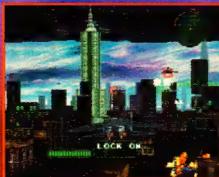
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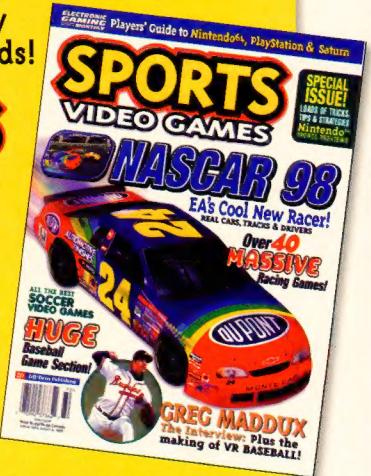


PLAY WITH THE BEST!

This spring, *ECM* & *ECM²* have two very special mags available for a limited time only on the newsstands!

SPORTS VIDEO GAMES

Tired of helplessly watching the other team make all the big plays? Want to know which sports games you should even bother playing? *EGM*'s guide will satisfy all of your sports gaming needs with comprehensive strategies, interviews, in-depth reviews and a hard-hitting review lineup of the hottest sports games.



THE ULTIMATE GUIDE TO FIGHTING GAMES

1997 EDITION

Get your hands on *EGM*'s new book on the coolest fighting games released in the past year, including killer new titles like Street Fighter III: New Generation, Tekken 3 and Virtua Fighter 3! You'll be the one dealing out the trash talk after you delve into our exclusive training sessions for your favorite fighters.

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CRASH BANDICOOT 2

EGM IS THE FIRST TO PREMIERE THE SEQUEL TO CRASH BANDICOOT. THE STORY BEGINS ON PAGE 66.

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FREE POSTER

YOU WANT THE GOODS? Packaged in this June issue of EGM is ONE AWE-SOME added extra! Adorn your room, locker, work space or anywhere else with the VIRTUA FIGHTER3/FIGHTERS MEGAMIX poster on page 85!

THIS MONTH



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SONIC MAKES AN APPEARANCE AT THE TOKYO TOY SHOW

There was a lot of hoopla at this year's Tokyo Toy Show. First off, everybody's favorite blue blur debuted his latest game, *Sonic Jam*. It'll be a compilation disk of all the Genesis' Sonic titles for the Saturn and more. Also at the show were *Resident Evil 2* and *Castlevania 64* among others. The coverage starts on page 58.

"All your favorite Sonic games will be on one disk for the Saturn."

SPAWN...IT'S A GOOD DAY IN HELL

Fans of the comic book *Spawn* will soon be able to play as their "hero" in his own PlayStation game. Todd McFarlane, creator of *Spawn*, had his hand in the project every step of the way, so gamers can expect a truly fiendish adaptation. Look on page 70 for more information on this cool game.

"Players will be faced with the Tower of Hell and its seven levels."



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STARFOX 64 MAKES ITS MUCH-ANTICIPATED DEBUT

Fox McCloud and his trusted crew are finally back, but this time they're on the Nintendo 64. In *StarFox 64*, there are a lot more missions to explore. Some levels are even three-dimensional, allowing the brave-at-heart to roam freely over vast terrains. The story begins on page 72.

"StarFox 64 was definitely worth the wait."



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CASTLEVANIA: SOTN

THE BEST VIDEO GAME NEWS

PRESS SPECIAL

BY THE NUMBERS**TOP 5 GAME RENTALS****5** NBA HANG TIME
NINTENDO⁶⁴**4** STAR WARS: SOTE
NINTENDO⁶⁴**3** BLAST CORPS
NINTENDO⁶⁴**2** TUROK: DH
NINTENDO⁶⁴**1** MARIO KART 64
NINTENDO⁶⁴

MORE CAPCOM MADNESS!

Marvel Super Heroes vs. Street Fighter features "joke" character and many surprises

The follow-up to X-Men vs. Street Fighter has finally been revealed and is slated for release later this summer in the arcades. Marvel Super Heroes vs. Street Fighter retains most of the cast including Wolverine, Cyclops, Ryu, Zangief and Dhalsim. Newer additions to the crew are Sakura, Dan, Blackheart, Omega Red, Spider-Man and the Hulk. As revealed first in the April issue of EGM, the game will include a "joke" character designed by Noritake of the Japanese comic duo known



Here is the "joke" character Norimaro snapping a photo Ryu and Spider-Man beware!

as "the Tunnels." This offbeat character will have an arsenal which consists of taking pictures and asking the other fighters for an autograph. Some of his super attacks are singing Karaoke and



The character will most likely be taken out of U.S. versions, but may be accessible via a code.

driving around in a small car. There seems to be quite an abundance of Capcom fighting games within a relatively short amount of time (SFII, SF EX, DarkStalkers 3), and certainly it has only been a little over six months since the introduction of X-Men vs. SF and the debut of this sequel. Fighting fans better have plenty of quarters on hand when their local arena of competition has this baby on the arcade floor.





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EGM WITNESSES "FLOATING IMAGES"

Have you got what it takes to match up against the best gamers at *Street Fighter III*? Well you'll need to head down to **Capcom's Super Just Games** in Northbrook on June 27, 28 and 29 where they will be holding a **Street Fighter III** tournament. Previous tournaments have attracted nearly 200 competitors from 12



NEW GENERATION



states and Canada. The tournament is a double-elimination style and will set you back \$10 in entrance fees for every time you enter. Veteran players are running the show to ensure that everyone has a fair chance to compete. The first 256 people signing up are in while everyone else goes crying home. Interested? Intrigued? Then call Jason Wilson at (847) 559-8727, hours: Sun-Thurs. 10:00 a.m.-10 p.m.; Fri-Sat. 10:00 a.m.-Midnight.

In the never-ending saga of corporate changes, **Sony**, has named **Ken Kutaragi** as chairman and CEO of Sony Computer Entertainment America. It was Kutaragi who in 1990 with a team of engineers developed what has become the PlayStation we know today.

Imagine visiting the offices of *EGM* and finding the staff staring at a half-slanted box strapped to the television set. That's what many a hapless visitor saw while we were checking out the Floating Images Adapter. We first covered this device in an emerging technology article and now have an actual unit to give you the 411. First off, the footage of video, television or video game must be encoded with the proper enhancement to work with the adapter. The samples we watched were from a videotape made for the adapter, and it showed considerable promise. There was definitely a separation between front and back layers, giving you true parallax and presenting it in real 3-D as opposed to stereoscopic.

The main problem with the adapter is that it cuts the viewing area in half which caused a lot of grumbles from staffers. Fortunately, the version that will first be commercially available (the test version was an early sample) has a slightly wider viewing area and will be easier to set up. They hope to have a full-screen version ready in about a year.

The price is set at a very affordable \$69.95, and there is no cost for people to develop for compatibility which means any game company can add a few lines of code



The price is right and the technology to develop on it is available for free. Sounds like a winner.

and offer 3-D adapter support.

EGM felt that the greatest potential lied in arcade games which would benefit the current model. As the adapter is refined and support becomes widespread, Floating Images may become a household name.

EVENTS

GAMEWORKS OPEN ITS DOORS



GameWorks is opening its doors to the public on Saturday, June 27, from 10 a.m. to 10 p.m. Located at 1000 N. Milwaukee Ave., Suite 100, in Skokie, IL, GameWorks is the first of its kind in the Midwest. The facility features a variety of the latest video games, including the Sega Dreamcast, the Nintendo 64, and the PlayStation. There are also several pinball machines, a virtual reality attraction, and a 3-D movie theater. The admission price is \$10 per person, and children under 12 must be accompanied by an adult.



MORE 3-D ON THE HORIZON

While we're on the subject of 3-D, a company called Advanced Technology Group came to our attention and offered a device that promised "a 3-D stereoscopic viewing experience" with any normal TV signal.

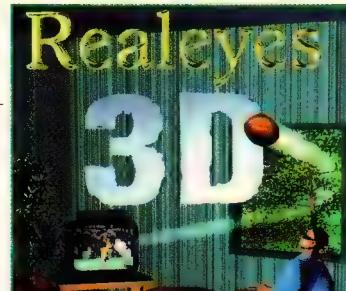
Their product, called Real Eyes 3-D, can be used to view movies, TV shows, home videos and video games. The way it works is that you connect a decoder box to receive the signal from a VCR, cable box or similar source. It then converts that signal to a stereoscopic display in realtime to the television. You must be wearing a pair of the LCD shutter glasses (similar to the Sega Master system 3-D a couple years back) which works with the stereoscopic picture to give you a visual treat.

Real Eyes also is compatible with stereoscopic 3-D videos that have been recorded with two cameras for an even more immersive image. The technology employed has been proven before in

previous products (again, the Sega Master System) and conveys a very exciting viewing experience. If they can ensure dependability and durability, Real Eyes has a chance to make an impact.

The retail price has not yet been set, but a spokesperson has indicated that they are looking at the \$595-1,000() range. Technology ain't cheap. Hopefully, the actual street price will be a bit more friendly to the average consumer. Real Eyes is set for a third to fourth quarter release.

Look for *EGM* to get a hands-on test in the coming months.



Apparently, errant footballs are one of the dangers of 3-D.

POWER and PERFORMANCE

Ever feel like driving a Porsche®? Want to? The Alps Gamepad for the Playstation™ game console offers you the power, performance, and handling you've been waiting for in a sleek, high-tech, finely-tuned and tested controller designed by professional game players to meet the demanding needs of today's gamers.

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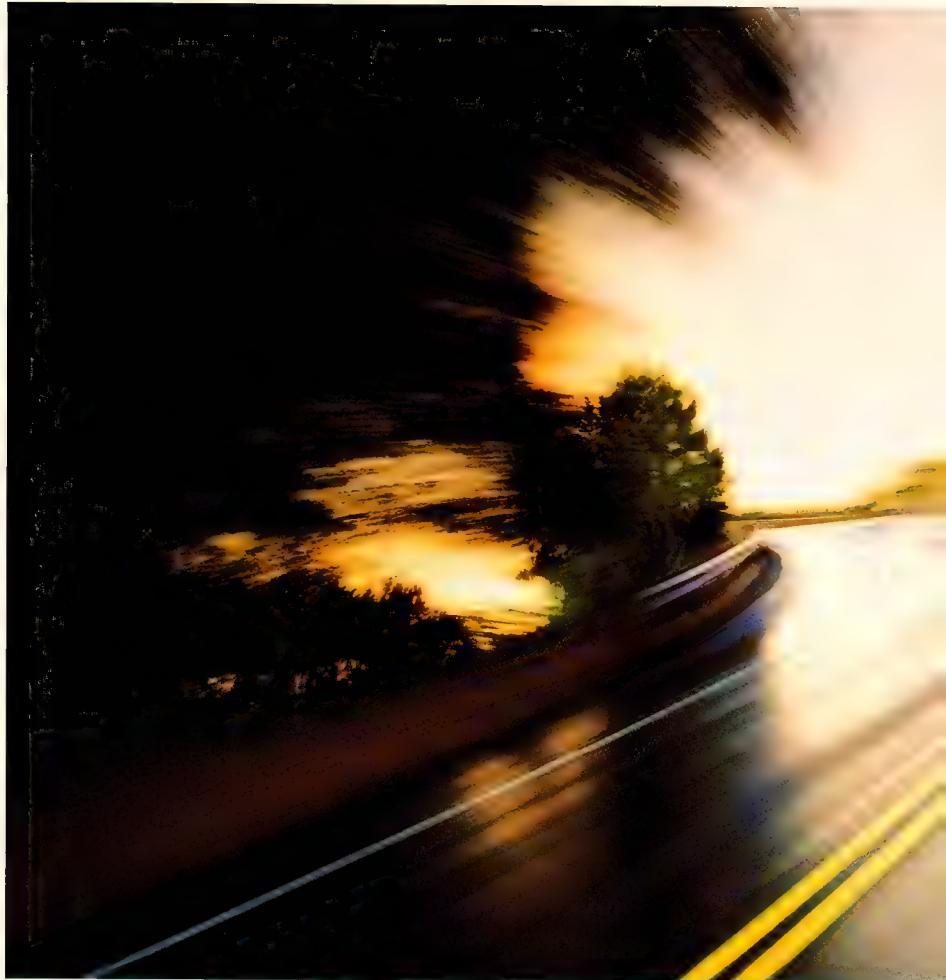


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ALPS
INTERACTIVE





THERE IS NO SUCH THING AS A TWO-GAME GARAGE.

Lose the pretenders. Rage Racer™ is the king of speed. Nothing captures the realism of street racing like it. Rage Racer is not some retread. It's brand new from the ground up. But please, don't take our word for it. Take one lap. Then you'll know why *Game Fan* calls Rage Racer "the greatest racing game on the planet."



RAGE RACER™

Real. Fast.

MULTISYSTEM DRIVIN'

The latest in a series of games based on the popular anime *Evangelion* has been released in Japan.

Evangelion: 2nd Impression has been a highly anticipated title which explains its strong showing in the weekly sales charts. The series is currently being released by **A.D. Vision** in the U.S. and follows the dramatic saga of Shingi Ikari and the Nerv organization in their mission to stop an invasion of the Earth by aliens. It sounds generic, but it's actually very original and recommended. Vol. 1-4 of the series is available now and retails for \$29.95 each.

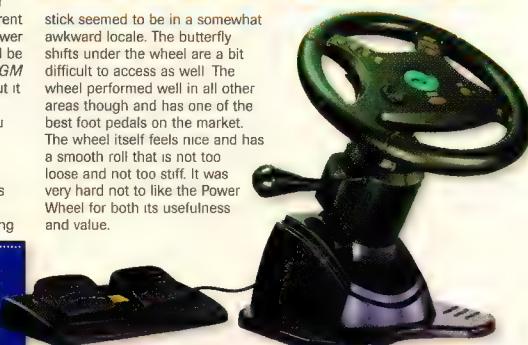


The finalization date for the **Sega/Bandai** merger which is set for Oct. 1, 1997, but Bandai president Makoto Yamashita commented that it has fallen behind schedule. The delay stems mostly from problems encountered in finding a workable union between the different companies. A **Sega** spokesperson indicated that they are not anticipating delays, but stressed the importance of the merger being in the sense that the two companies must truly act as one to survive the rapid changes in this industry.

You say you've been looking for a steering wheel peripheral that will get you some extra mileage from driving games? No ordinary wheel will do either since those games run on different game systems, eh? Well, the Power Wheel from Game Source could be the answer to your problems. *EGM* set out to test the wheel and put it in the hands and feet of our demanding gamers to bring you the lowdown on the results.

The Power Wheel felt pretty good with all the systems (PlayStation, Saturn, N64) it was designed for. The only problem encountered was that the shifting

stick seemed to be in a somewhat awkward locale. The butterfly shifts under the wheel are a bit difficult to access as well. The wheel performed well in all other areas though and has one of the best foot pedals on the market. The wheel itself feels nice and has a smooth roll that is not too loose and not too stiff. It was very hard not to like the Power Wheel for both its usefulness and value.



The wheel comes with a foot pedal module that plugs into the back of the steering column. The angle can be adjusted by a nob, and most any button can be programmed for your favorite configuration. Delicious!

hot	POWER WHEEL
\$69.95	Available Now
Pluses:	Multisystem compatibility, nice round wheel
Minuses:	Somewhat awkward stick and butterfly shift
not	



hot	S-video box
\$99.95	Available now
Pluses:	Nothing as good available outside Japan, solid construction
Minuses:	A touch on the price side for most
not	

ANNOUNCEMENTS

EA REVEALS LINEUP FOR E³

Electronic Arts has yet to unveil their sports updates, but they did finalize their other titles.

Nuclear Strike (PlayStation-fall '97) is the latest in the series that started with Desert Strike on 16-Bit. Reboot (PlayStation-third Qtr. '97) follows the

adventures of the CG-rendered cartoon series. Warcraft II: The Dark Saga (PlayStation/Saturn-June '97) is the popular PC war sim involving orcs and humans. The Lost World: Jurassic Park (PlayStation/Saturn-third Qtr. '97) is the game based on the summer blockbuster movie.

DARKSTALKERS ANIME ANSWERS CALL OF THE BLOODYTHIRSTY

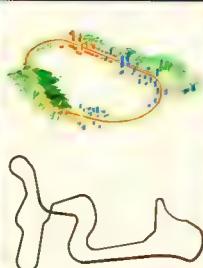
After Capcom found success with anime movies and TV shows of their Street Fighter game, *EGM* knew it would only be a matter of time before Darkstalkers got the royal treatment. Volume 1 of *Vampire Hunter* has now been released in Japan with a consequent release of new volumes every three months. All the characters from the series are represented, and the tape contains game footage from Darkstalkers 3! The U.S. rights for *Vampire Hunter* have

been grabbed by Viz for release later this year.





Welcome to the land of the flat-out fast. Tear up hellacious hills and rocket around hair-pin turns. 13 new Rage Racer cars stick to the tarmac like gum to the bottom of your shoe. 4 new tracks and an 11 circuit challenge will twist, fold, bend and bludgeon your central nervous system. The more rivals you humiliate,



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Real. Fast.



the more cash you accumulate. Use it to modify your existing car, or save it to finance a trickier, quicker ride. See the face on the hood of that car? His handsome mug was lacquered on with the Custom Paint & Team Logo Designer. No bolt was left untorqued in an effort to make Rage Racer the most realistic street racing experience. The only question is, how fast can you race to the store and buy it?

POWERED By
namco®

ELECTRONIC GAMING MONTHLY'S

REVIEW CREW

TOP 10 PICKS OF THE MONTH

MAY 1997

OVERALL

1	1	StarFox⁶⁴	Nintendo	9.1	
2	1	Blast Corps	Nintendo	8.6	
3	1	Mega Man 8	Capcom	8.5	
4	1	Mario Kart⁶⁴	Nintendo	9.3	
5	1	Goal Storm	Konami	9.0	
6	3	SF Alpha 2	Capcom	9.1	
7	5	Tetris Attack	Nintendo	8.3	
8	1	Harvest Moon	Natsume	8.1	
9	1	Doom⁶⁴	Midway	7.4	
10	7	Soul Blade	Namco	8.3	
11	8	Brahma Force	Jaleco	7.8	
12	11	Andretti Racing	Electronic Arts	8.8	
13	10	Tekken 2	Namco	8.5	
14	13	Rage Racer	Namco	9.0	
15	12	W. Commander IV	Origin	7.6	
16	14	GameDay '97	SCEA	9.5	
17	20	MechWarrior 2	Activision	8.1	
18	15	Twisted Metal 2	SCEA	8.3	
19	17	Die Hard Arcade	Sega	7.4	
20	19	Tomb Raider	Edens	9.1	

PLAYSTATION

1	1	Goal Storm	Konami	9.0	
2	1	Soul Blade	Namco	8.3	
3	1	Brahma Force	Jaleco	7.8	
4	5	Tekken 2	Namco	8.5	
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SATURN

1	1	Mega Man 8	Capcom	8.5	
2	1	SF Alpha 2	Capcom	9.1	
3	3	Andretti Racing	Electronic Arts	8.8	
4	1	Die Hard Arcade	Sega	7.4	
5	3	SCUD	Sega Soft	7.1	
6	5	Command & Conquer	Westwood Studios	8.9	
7	6	S. Puzzle Fighter II	Capcom	7.4	
8	7	Virtua Cop 2	Sega	8.1	
9	7	Virtual On	Sega	7.9	
10	9	DecAthlete	Sega	8.3	

HOW TO READ THE TOP 10 CHART

2	20	5	Name of Game	9.1
			Publisher's Name	
			Average Review Crew Score	
			* Consecutive Months On The Chart	
			Last Month's Rank	
			Game System	
			Rank Number	

T

The editor of EGM have put together a listing of the best games for the most popular systems. Our Review Crew has done the ratings, and they have been averaged into one easy-to-read score. It is also important to note that sometimes a game will get ranked higher than others with larger Review Crew scores. This is because the game is "hot," and it is something our Review Crew is constantly playing. These lists will change every month with additional games are reviewed.

The games are ranked by individual system, and there is an overall top 20 list for all the systems. This list will pick up any hot 16-bit or portables that may come out.

On the right-hand side, we put together a list of all of the games that will be coming out in the next few months for the three major game systems. This list should be helpful for players, so that they can plan out their upcoming game purchases. The game name and the month the title will be released was obtained from each of the game companies and is correct as of the middle of the month listed above. Please note that a release date could change due to demand over time.

NINTENDO⁶⁴

1	1	StarFox⁶⁴	Nintendo	9.1	
2	1	Blast Corps	Nintendo	8.6	
3	1	Mario Kart⁶⁴	Nintendo	9.3	
4	1	Doom⁶⁴	Midway	7.4	
5	4	NBA Hang Time	Midway	7.8	
6	5	Turok: D. Hunter	Acclaim	6.9	
7	6	Wave Race⁶⁴	Nintendo	9.3	
8	7	Super Mario⁶⁴	Nintendo	9.5	
9	8	MK Trilogy	Midway	8.1	
10	15	Shadows O.T. Empire	Nintendo	7.9	

COMING SOON



SPAWN-PLAYSTATION



CLAYFIGHTER 63 1/3-N64



DUKE NUKEM-SATURN

PLAYSTATION

Broken Helix	Konami	June	First-Person
Dynasty Warriors	Koei	June	Fighting
Fantastic Four	Acclaim	June	Action
Lost World: Jurassic Park	DreamWorks	June	Action
Killing Time	Acclaim	June	First-Person
Lethal Enforcers 1 & 2	Konami	June	Shooting
Mass Destruction	BMG Interactive	June	Action
Midnight Run	Konami	June	Racing
SSF2 Collection	Capcom	June	Fighting
Syndicate Wars	EA	June	Action
Thunder Truck Rally	Psygnosis	June	Racing
Warcraft 2	EA	June	Strategy
Xevious 3D	Namco	June	Shooter

Aaron vs. Ruth	Mindscape	July	Sports
Bottom of the Ninth '97	Konami	July	Sports
Clayfighter Extreme	Interplay	July	Fighting
Ghost in the Shell	THQ	July	Action
HardBall 6	Accolade	July	Sports
MDK	Playmates	July	Action
Museum Vol. 5	Namco	July	Arcade
Ogre Battle	Atus	July	Strategy
Rebel Moon	GT Interactive	July	First-Person
Red Asphalt	Interplay	July	Act/Sports
Reel Fishing	Natsume	July	Sports

Castlevania: S. of the Night	Konami	Aug	Action
College FB USA '98	EA	Aug	Sports
Discworld 2	Psygnosis	Aug	Adventure
Golden Nugget	Virgin	Aug	Simulation
Marvel Super Heroes	Capcom	Aug	Fighting
Moto Race GP	BMG Interactive	Aug	Sports
NFL QB Club '98	Acclaim	Aug	Sports
Spawn	SCEA	Aug	Action
SWIV	Interplay	Aug	Action
XS	GT Interactive	Aug	Action

This calendar lists the release dates for the next three months.
The information is accurate as of April 15, 1997.

NINTENDO 64

Hexen	GT Interactive	June	First-Person
StarFox 64	Nintendo	June	Shooter
Clay Fighter 63 1/3	Interplay	July	Fighting
Dark Rift	Vic Tokai	July	Fighting
Lamborghini 64	Titus	July	Racing
Aeroflight Assault	McO'River	Aug	Shooter
F-1 Pole Position	Ubi Soft	Aug	Sports
Int. Superstar Soccer 64	Konami	Aug	Sports
Top Gear Rally	Kemco	Aug	Racing

SATURN

Killing Time	Acclaim	June	First Person
Krazy Ivan	THQ	June	Action
Lethal Enforcers 1 & 2	Konami	June	Shooting
Mass Destruction	BMG Interactive	June	Action
Shining the Holy Ark	Sega	June	RPG
SSF2 Collection	Capcom	June	Fighting
Adidas Power Soccer	THQ	July	Sports
Duke Nukem 3D	Sega	July	First-Person
Lost World: Jurassic Park	Sega	July	Action
Manx TT	Sega	July	Sports
Mega Man X 4	Capcom	July	Action
MK Trilogy	Midway	July	Fighting
Sentient	THQ	July	RPG
Tenka	THQ	July	First-Person
World Series BB '98	Sega	July	Sports
Magic Knight Ray Earth	Working Designs	Aug	RPG
Marvel Super Heroes	Capcom	Aug	Fighting
NFL QB Club '98	Acclaim	Aug	Sports
Re-Loaded	Interplay	Aug	Action
Sonic Jam	Sega	Aug	Action
Ten Pin Alley	ASC Games	Aug	Sports



REBEL MOON-PLAYSTATION



STARFOX 64-N64



WORLD SERIES BASEBALL '98- SATURN

- Nintendo's Dream Project at E***
- Saturn and PS Price Drop**
- Actraiser 64 Announced**
- New Sonic on the Horizon**
- SF3 Coming to 64DD/M2**
- More on PlayStation Type C**

Salutations Q-fans, welcome once again to the home of trashy rumors, clandestine gaming gossip, surreptitious industry news and enough up-to-date game info to satisfy even the hungriest news hound. The place (and person) I'm talking about is Q-Mann, the slickest, most jet-setting, bribing, toredo-wearin', top-secret file-snatchin', video game secret agent/information abductor in all the land. This month, my humble Q-spies and I have risked love, life and limb to bring you the news Q-followers deserve. Enough chit-chat, on with the show...

As expected, the most intense buzz centers around this year's E show in Atlanta. This all-important game show is the place where the big guns (Sony, Sega, Nintendo), small players and everybody in-between show all their cards for the year.

Nintendo's big surprise for this year's E is a top-secret action game called Dream. Developed by Rare, Dream is being touted as an evolutionary 3-D action title and is said to offer a visual and gameplay experience like no other. Those who have seen the game say it's even better than Mario 64...we'll see, Nintendo...Other games due to surface include F-Zero 64, Ken Griffey, GoldenEye, Tetrisphere, Yoshi's Island 64, StarFox 64, Zelda 64, Body Harvest and possibly PilotWings 2 and DKC 64 (both games are in development but may be too early to show at E). Also expected to make an appearance at the Nintendo booth is the 64DD. Temy-Aki (our Japanese top gun) reports that the 64DD will now be bundled with a 4 Megabyte RAM plug-in (previously reported at 2 Megs). The upgrade is due out this December in Japan and should launch in the U.S. around December of 1998...Why do we have to wait one full year for the 64DD? Because NoA is planning to launch the upgrade with Super Mario 64 II. Although Mother 3 (to be renamed Earthbound 64 when it comes to the U.S.) is expected to push sales for the 64DD in Japan, NCL has decided that the sequel to Super Mario 64 is more appropriate for the U.S. launch, and the game is not due until late 1998. NoA will also use E to highlight their new Nintendo Sports label. Besides Ken Griffey Jr., the big N is developing additional N64 titles in the sports genre including a 3-D soccer game, a tennis game, Play Action Football 64 and a new 3-D basketball game being developed by Angel Studios (the same group responsible for Ken Griffey on the N64) featuring Shawn Kemp from the Seattle Sonics. Now although all these games from Nintendo may seem enough to keep the gaming giant busy for a while, I found out that Nintendo has even MORE N64 titles that are soon to surface...stay tuned.

Over at Sega land, the big S (no, not Sony) is using the E show as an opportunity to prove that they are still in the thick of things. Word on the street sees Sega will waste little time in announcing a price drop for the Saturn. Our latest reports say that Sega is prepared to lower the retail price of the Saturn to as low as \$99 BUCKS!! Sega also plans to have a killer lineup at E. Topping the list is VF3 for the Saturn. The game is only about 45 percent complete at the moment and is due to hit store shelves October in Japan and December in the U.S. VF3 will come bundled with a cart upgrade that plugs into the Saturn, and the whole works should cost about 70 bucks out the door. Sega also has a top-secret action title that could show its face at Atlanta. The title is Sega's new 3-D Sonic game. Not to be confused with the aborted Sonic X-Treme, this new 3-D Sonic is being designed in Japan by Yuji Naka and his Sonic Team (the same group responsible for NIGHTS). Sonic TT, as the game is being called, is due out in early 1998. Other Saturn games to debut at E include: Panzer Dragoon RPG, Last Bronx, Sonic Jam, Sega Touring Car, Virus and Game Arts' new FF7 killer: Grandia. On the hardware tip, Sega is currently putting the finishing touches on their new 84-Bit console which is due out the summer of 1998. Reportedly, the new hardware is about 85 percent done and could surface at any time, but Sega is waiting patiently for Sony to make their next move. Our spies report that a demo version of Sega's 64-Bit system will be shipped from Japan to the E show, ready to go if Sega decides to flex their muscles. Sega also plans to show off their new 64-Bit baby at the fall TGS show in Japan...more next month...

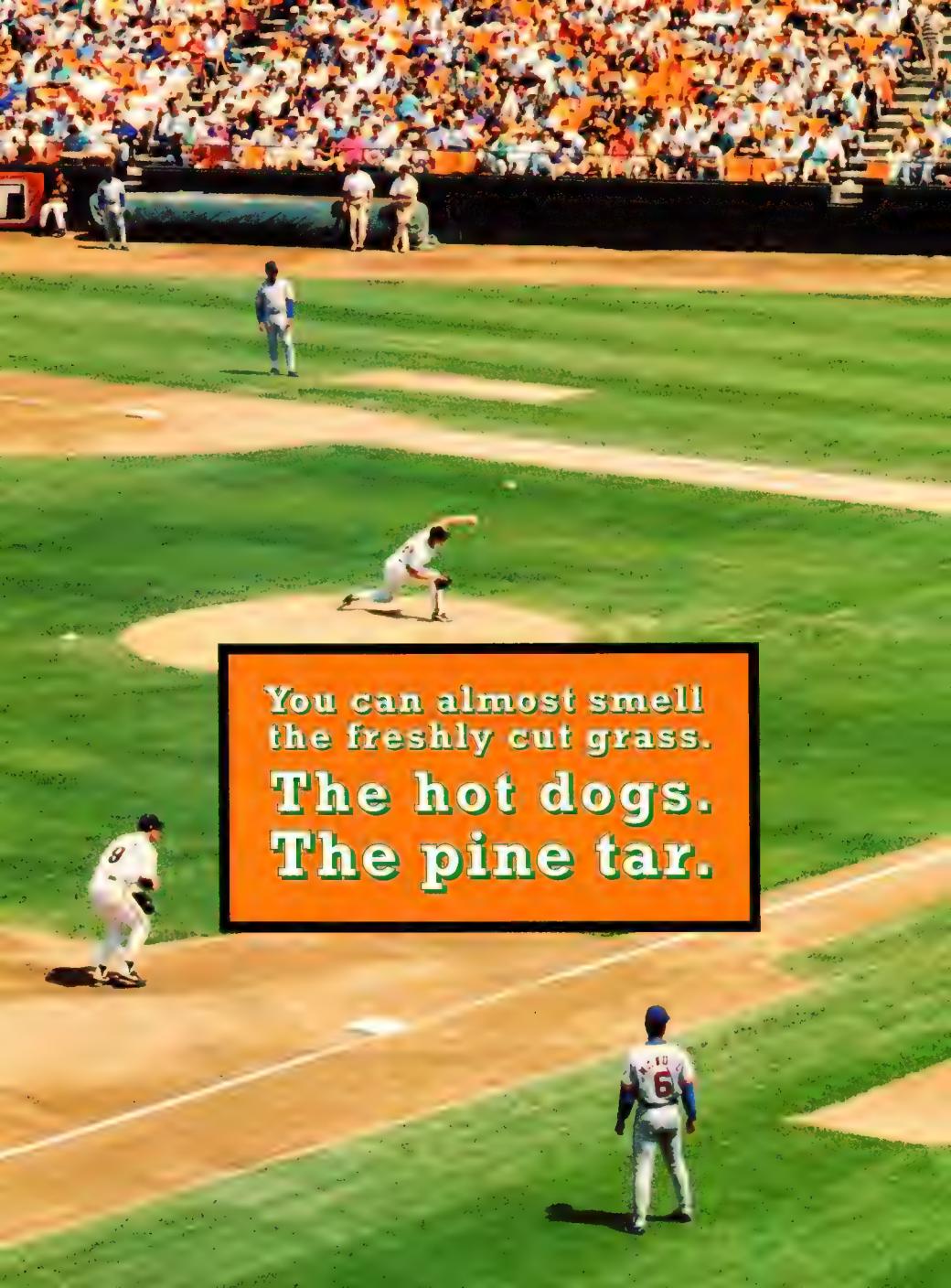
Speaking of muscles, Sony (yes, the one and only) also has plans to make their booth the place to be at E. On the software side, Sony's top-secret 3-D action game (do you notice a pattern forming here?) is a title called Captain Blasto. Like Nintendo's big title—Dream for the N64—Captain Blasto has secretly been in development for over two years. Reportedly, the game is a graphic extravaganza and uses every ounce and neutron of the PlayStation. Other big Sony titles include: Crash 2, Spawn, WipeOut 3, Tobal 2, FF7, Warhawk II, NFL: GameDay 98, Formula One II and The Legend of Alundra. Sony's Zelda killer (they hope). In Sony hardware news, the big S (no, not Sega) is planning to lower the price of the PlayStation to about \$99 around Christmastime, but they're also adding a new twist. Our spies report Sony is only going to temporarily lower the price of the PS down to \$99 during the peak X-mas sales period. This way, Sony can avoid the stigma of this being just another price drop. In Type C news, the E show will be the premier venue for the worst-kept video game hardware secret. The Type C upgrade (2 Meg RAM cart that plugs in the back of a PlayStation) will be home to a whole slew of new titles, the first of which is Tekken 3. We hear reports that other first-party Type C games from Sony (possibly Capt. Blasto) will debut at E. The stand-alone PlayStation C (6 Megs of RAM, and a quad-speed CD drive) is said to debut at the fall TGS show in Japan. We now hear that, although the PlayStation C is not due until 1999, Ken Kutaragi (the chief hardware guru at Sony) has finished all design work of the machine, and the device could theoretically launch in early 1998 (at least in Japan). The zaniest part of this whole video game hardware drama is that Sony is waiting to see what Sega does with their 64-Bit system before they commit to an actual-launch date and vice versa. Who will make the first move in this hardware standoff?...The Q feels Sega is the one with the aches in their finger.

Last month we reported Capcom is working on a coin-op one-on-one fighting game with Final-Fight characters. The game will run on Capcom's new CPS-III arcade board, and is being developed at Capcom USA in Sunnyvale, Calif., and is due out in early 1998. In fact, the main planner for X-Men in the arcade, plus a hand-picked group of designers and programmers from Capcom Japan are flying to the U.S. for this project. We also found out that Capcom has a Final Fight game up and running on Sega's Titan architecture (a coin-op version of the Saturn). The Titan game is reportedly a true Final Fight sequel (side-scrolling beat-em-up) and not a one-on-one fighting game like the CPS-III title. It's not known how much Sega paid Capcom to do this Titan title, but I'm sure the penny was quite pretty...

Over in the Land of the Rising Sun, Temy-Aki reports that the video game formerly known as Street Fighter III is making its way over to the 64DD as well as the M2 and PS Type C. Look for Three—a new generation of Street Fighter—to arrive on Nintendo's upgrade around mid-1998...Quintet (the development group responsible for Actraiser 1, 2 and Illusion of Ga) is currently coding Actraiser 64 for the Nintendo 64. The game will debut at the Shoshinkai Show in November. SNK is planning to release a home version of the Neo-Geo 64. The games will use the CD format, and the system could be even MORE EXPENSIVE than the old Neo-Geo. The NG 64 will be out in Japan this December and will launch with Samurai Spirits.

That's it for this month Q-dukes, tune in to next month's Q-Mann where you'll read news on upcoming arcade games, video game movies, Sega's 64-Bit plans and Sony's dirty little secret. Until then, here's a little word of Q-wisdom to live by: Avoid purple sheets at all costs...

-THE Q

A vibrant, slightly overexposed photograph of a baseball game. In the foreground, a player in a white uniform with the number 9 is crouching near first base. Another player in a white uniform with the number 6 is standing on the grass. In the middle ground, a pitcher in a white uniform is captured mid-pitch. A large, dense crowd of spectators in various colors fills the background in the stands.

You can almost smell
the freshly cut grass.
The hot dogs.
The pine tar.



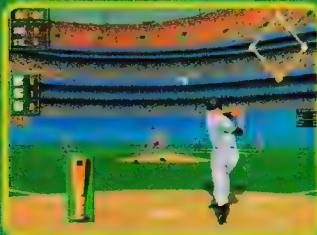
Issue Pitching Meter lets you control your meter and release like an expert... just like the pros! Watch out for home runs!



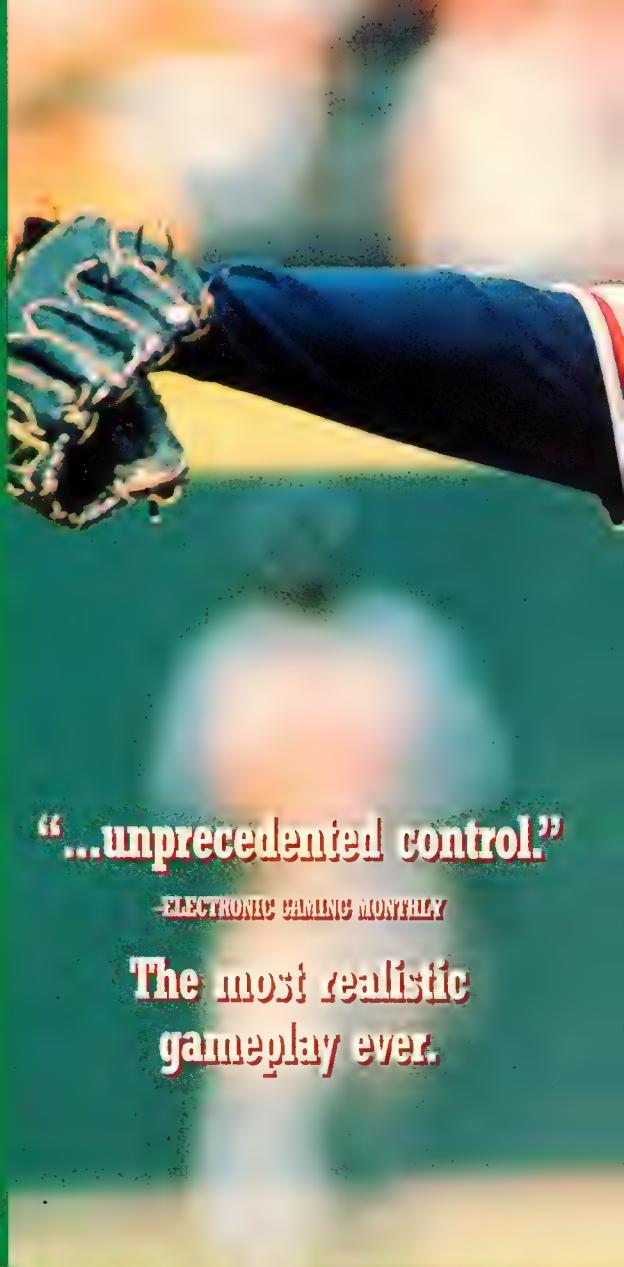
Issue Batting Meter lets you keep your eye on the ball and control its power and your swing... everything at once to hit the sweet spot!



The fly 3-D environment and free-moving menu give you the action from field level in authentic stadiums. Accelerated animation makes the smoothest, fastest graphics on the market.



Superior Artificial Intelligence creates over 100 MLBPA players and prospects who will rise and play like the pros. Based on real-life player statistics by STATS Inc., it's accurate against-the-best. And they won't know the players on base.



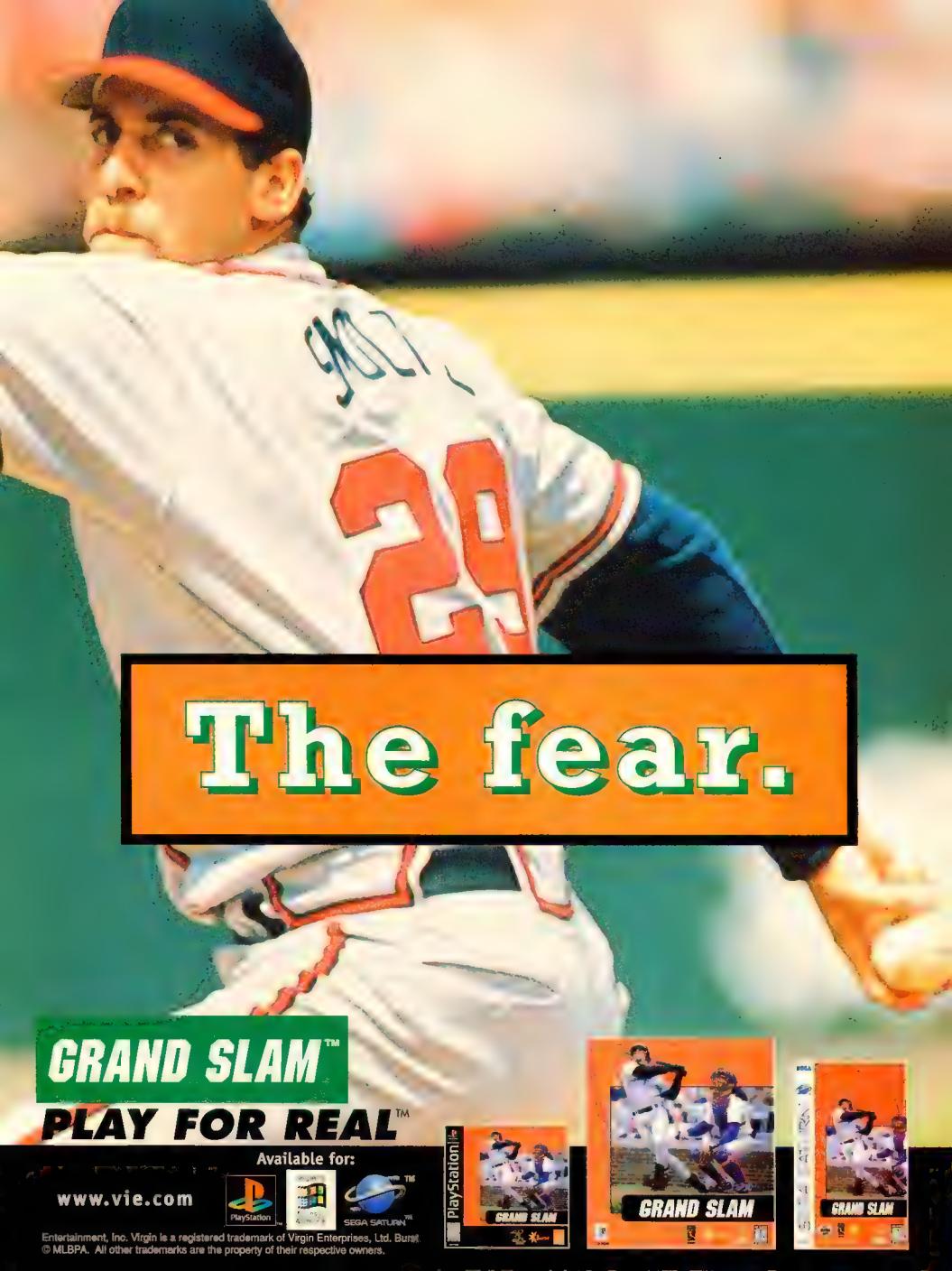
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**The most realistic
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PROTOS

Here's proof that EGM brings you the first look at the newest of the new games. The following section contains everything from cut scenes for titles in early development. Watch for updates in future Protos and more extensive coverage in upcoming Next Waves.



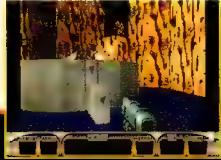
PUBLISHER	SYSTEM	THEME
TBA	NINTENDO 64	Action
RELEASE DATE	PLAYERS	SIZE % COMPLETE
1st Qtr '97	1-4	NA N/A

Hudson's old explosive title (pun intended) returns for a new round of destruction on the N64. But this time players get more than what they would expect from a typical Bomberman title. There are two distinctly different forms of games to enjoy packaged in one cart. There is the typical multiple player-style title where the object is to blow the other competitors into oblivion with proper application of skill and timing. But new to this release is the latest adventure where the player controls the Bomberman character in a Mario 64-style 3-D adventure game. Although this may take many players by surprise, they have to remember that this version is in addition to the classic confrontational mazel stages. So now, Bomberman fans as well as the enthusiasts of the newest style N64 3-D titles, that have become so popular in recent months, may have the chance to play this title as a US release. Whether this one will live up to the title's past reputation, only time will tell.



BOMBERMAN 64

SYSTEM	RELEASE DATE
NINTENDO 64	4th Qtr '97
PUBLISHER	THE HORN
THEME	Adventure
SIZE	N/A
PLAYERS	1-4
% COMPLETE	N/A



It has blood, guts, big guns and strippers. Or maybe not. The N64 incarnation of Duke Nukem 3D—although it will surely be the best-looking of the console ports—will lack some of the PC blockbuster's more R-rated elements. Namely, the game's infamous stripper bystanders will wear T-shirts instead of their usual G-string bikinis. But Nintendo has made up for its tinkering by upping the game's violence level and adding a few, N64-specific missions (there are more than 30 levels, and yes, they're still set in strip clubs and other seedy locales). The N64 will also offer the most trouble-free multiplayer mode, arguably the game's coolest feature. Instead of fiddling with modem add-ons or link cables, players will only have to plug in four controllers to engage in some deathmatch mayhem.



DUKE NUKEM 3D

CLAYFIGHTER 63^{1/3}



SYSTEM	RELEASE DATE
NINTENDO® 64	July
Interplay	TBA
1 or 2	N/A

The fighting title with the cast of the weirdest and the most disturbing characters ever to set foot on a home system lands on the N64 sometime in the middle of '97. Clayfighter 63 1/3 features over 11 characters each with his/her own unique moves. These include Bad Mr. Frosty's attack from a Snow Pipe attack and Sumo Santa's revealing attack with his loincloth.

The graphics and the sounds are really astonishing with an appeal fighting game followers will love. That is, if they are looking for a little lighthearted humor mixed into an unorthodox title. But one feature everyone is bound to enjoy is the responsive control that offers much in the way of narrowing the bridge between you and your character. The stage backgrounds are also well thought out and detailed. They seem to work great with the 3-D rotational viewpoints which are controlled with the top buttons similar to Toshinden.



DUAL HEROES



Although the array of futuristic fighters may look like some of the Power Rangers, the title is all action. The characters are a perfect blend of originality and variety, combining a range of unique stages such as the floating zone, lava and electrical stages. Sounds pretty standard, until players find out how each of the characters have a new style of artificial intelligence where the computer plays different roles based on the character you fight as well as the mystery AI factor. It's like fighting a slew of human players each with his/her own personalities and traits. This "Virtual Gamer" is like combining two AIs in every character for an experience no true fighting game fan should miss.

SYSTEM	RELEASE DATE
NINTENDO® 64	3rd Qtr '97
TBA	N/A
1 or 2	N/A



one nation under Odd

ONE WORLD: ABE'S ODYSSEY

playstation gets odd september 1997

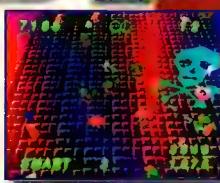


PROTOS

ROBOTRON X

Gamers familiar with the PlayStation version have a good idea what Robotron X is all about. Will this version be better? Based loosely on the arcade classic, but still with the same feel, Robotron X for the Nintendo 64 not only throws the gamer into a highly action-packed experience but also shows off the intense graphics for which the N64 is becoming known. Stuff like transparent textures and smooth antialiased edges (not to mention trippy backgrounds) will surely find their way into this one.

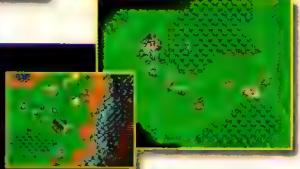
EGM is still in the process of digging up the details on



PUBLISHER	SYSTEM	THEME
Mudway	NINTENDO 64™	Action
RELEASE DATE	PLAYERS	SIZE % COMPLETE
September	1 or 2	64 Meg N/A

WARCRAFT 2

Now console owners can jump on the strategy bandwagon and test their talents on the hottest strategy game ever to grace the keyboard. Blizzard's Warcraft 2 allows players to play as either the brave and conquering humans or the insidious orcs in a battle that continues across multiple stages. These stages once completed bring players an unfolding story that carries them to the complete and utter destruction of the opposition (if they are good enough). Players build their base fortifications and increase their mining and lumber production through the use of peasants. Then as they begin needing better protection, they can start developing their weapons of war. These range from naval ships of various sorts and land-based troops to aerial-scouting ships. Only players with a finesse for strategy should apply for Warcraft 2. It is an epic battle of good versus evil.



SYSTEM	RELEASE DATE
PlayStation	June
PUBLISHER	SIZE
EA	CD-ROM
PLAYERS	% COMPLETE
1 or 2	50%

PUBLISHER	SYSTEM	THEME
Capcom	PlayStation	Fighting
RELEASE DATE	PLAYERS	SIZE % COMPLETE
June	1 or 2	CD-ROM N/A



... Where else could you find a collection of three of the best older fighting titles on any system?

Capcom is including in one pack: Super SF II, Super SF II Turbo, and a surprise game (SF Zero 2 Alpha in Japan). So now SF enthusiasts can enjoy the classics from '93 and '94—titles which included characters such as Cammy, Dee Jay, T. Hawk, Feilong and the first appearance of Akuma, as well as the title that introduced the super combo system of fighting moves, which set the standard for later fighting titles. Old-time Street Fighter fanatics have something to leave home for once again. Not exactly a new thrill, but still it's packed with tons of replay value.



SUPER STREET FIGHTER 2 COLLECTION

TREASURES OF THE DEEP

Think becoming a diver for hire is interesting? Namco's latest title, they bought from Black Ops, allows you to search the 75 percent of the world's surface that happens to be underwater in their politically correct title Treasures of the Deep. You start out small and build yourself (and your wallet) by completing various underwater jobs. Working, in turn, allows you to buy new and more advanced equipment like remote-controlled dive craft to take on more demanding tasks. Whether you want to dive under the Great Barrier Reef in Australia or the ice caves in the arctic circle, Treasures of the Deep has plenty of action and excitement to enjoy. Just don't target any eel.



PUBLISHER	SYSTEM	THEME
Namco	PlayStation	Action
September	1	CD-ROM N/A



PROTOS

This year's addition to EA's "Strike" line of games puts you once again in control of a helicopter with the fate of a planet riding on its successful completion of the mission. The graphics of their latest heli-title Nuclear Strike are really sharp and hold up the reputation built by Soviet Strike. We are expecting the same amount of in-mission fun as in Soviet Strike such as the sporadic rescue of POWs and the insertion of trained troops to take over tanks and complete their part of the mission which in turn reflects what happens in your mission. You can expect to save the planet once again later this year.

SYSTEM	RELEASE DATE
PlayStation	3rd Qtr '97
PUBLISHER	THEME
EA	Action
PLAYERS	SIZE
1	D-ROM
	% COMPLETE
	N/A



NUCLEAR STRIKE

BUG RIDER

If you are the type of gamer who feels that racing on the backs of giant bugs is something you need in a title, Bug Rider is right up your arthropod. It features true 3-D racing with more than 22 characters each with signature weapons and racing styles. There are six unique racing environments, complete with branching courses and evolving tracks. Distinct bug/character relationships exist in the title which influence gameplay. There are also more than 16 spectacular weapons including defensive and rear attacks to use and enjoy in Bug Rider. With all of these heart-pumping features, this title is one of the stars to look for in the upcoming E issues of EGM.



PUBLISHER	SYSTEM	THEME
GT Interactive	PlayStation	Action
October	1 or 2	CD-ROM N/A

for Odd's sake

ODDWORLD: ABE'S ODYSSEE

playstation™ gets odd september 1997



GT Interactive Software

G
GT Interactive Software

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PREVIEWS

Let's See Your Joystick Do This!

Finally, there's violence on T.V. worth getting excited about. That's because NAKI's new Red Sight Laser Target System gives you total shooting control. Blow away enemies cowering behind obstacles, pick out terrorists without killing hostages—any time the situation demands pinpoint accuracy, you've gotta power up the Red Sight Laser. There's simply no alternative.

- Combine special features like Auto Fire, Auto Reload, and Semi Auto Fire in any way you like.
- The Red Sight Laser Target System works with shooting games for PlayStation, N64, and Saturn.

Red Sight Laser Target System shown with Lunar Gun for Sony PlayStation (attaches to any NAKI Lunar Gun).



NAKI Lunar Guns are lightweight, durable, and available for all platforms.

NAKI

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Wireless Pro Controller



Pro Fighter 8



Wireless PSR-2



Memory Cards (1MB, 8MB)



RF Switch



CD Cleaner System

REBOOT

Remember the rendered cartoon ReBoot? It's still around, but these days (or some time down the road) the show is taking on a new form. ReBoot for the PlayStation has gamers in the role of the show's main character, Bob. Gamers will find themselves working their way through the computer-generated worlds, blowing up (or should we say "formatting") enemies that get in the way of goodness with Bob's special weapon known as "Glich." Since the game's early, it hasn't been decided if players will actually control Bob or just where he shoots. Will the graphics in the game compare to the show?



SYSTEM	RELEASE DATE
	4th Qtr '97
PUBLISHER	SIZE
Interplay	CD-ROM
PLAYERS	% COMPLETE
1	N/A



PROTOS

Sony has prepared us for what they claim will be one of the hottest titles of the year with their new release Blasto or Captain Blasto. Although we haven't been able to obtain much information on this highly secretive title, it appears that Sony really has something up their sleeves. Look to upcoming E! issues for more complete information as it becomes available to us at EGM.



PREVIEWS

PUBLISHER	SYSTEM	THEME
SCEA	PlayStation	Action
RELEASE DATE	PLAYERS	SIZE
3rd Qtr '97	1	N/A
TBA	1	CD-ROM
PLAYERS	% COMPLETE	
	N/A	

BLASTO

SYSTEM	RELEASE DATE
	December
PUBLISHER	SIZE
TBA	CD-ROM
PLAYERS	% COMPLETE
1	N/A



Everyone's favorite smart-mouthed gecko, Gex is back in his latest title, Agent Gex for the PS. Gex has found work with the government and must keep his arch nemesis, Rez, from taking over the country's television broadcasts. Gex still features the humor and one-liners of comedian Dana Gould throughout the adventure. Other notable features include 360-degree free-roaming 3-D gameplay and over 3400 frames of character animation including actual in-game lip syncing. Four suction-cupped gecko feet await the player with the ambition to help our television friend.



AGENT GEX

SYSTEM	RELEASE DATE
	4th Qtr '97
PUBLISHER	SIZE
Interplay	CD-ROM
PLAYERS	% COMPLETE
1	N/A

in Odd
we trust

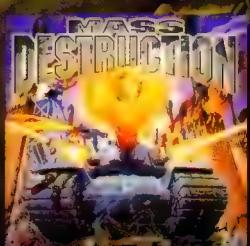
ODDWORLD: ABE'S ODYSSEY

playstation® gets odd september 1997



IT'S A
STRATEGY
GAME!

THE STRATEGY IS TO
BLAST THE LIVING CRAP
OUT OF EVERYTHING IN SIGHT.



For being little clay masterpieces, these characters sure do get around. This version of the fighter that parodies practically all other fighting games out there is still living large—it could be compared to the *Naked Gun* of the gaming world. This time around the game features new characters (some of the old ones are back) and new arenas (the pictures to the left only show two, but there should be more). Being early, though, it's difficult to tell what the finished product will be like, but it seems more detailed. Expect the same silly moves as the other versions had—probably some that are even more "over the top" than before.

Clayfighter Extreme

PUBLISHER

Interplay

SYSTEM



THEME

Fighting

RELEASE DATE

July

PLAYERS

1 or 2

SIZE

CD-ROM

% COMPLETE

N/A

Pandemonium 2

Get your groove on! *Pandemonium 2* is the second release of the popular gesture-based title. This time you can control older and wiser versions of Nikki and Fargus through lush 3-D environments while using powerful new moves and attacks.

Pandemonium 2 boasts dynamic 3-D camera angles as well as internationally renowned music to create a heavy and inspiring jungle/techno sound. Gameplay is also extended with secret and bonus levels that keep players constantly looking for more in each level of play.



SYSTEM	RELEASE DATE
	December
PUBLISHER	SIZE
IBA	CD-ROM
PLAYERS	% COMPLETE
1 or 2	N/A



Worried that almost all of the original titles have gone the way of the dodo? GT Interactive has decided to introduce a new twist in the gaming industry with: *Oddworld: Abe's Oddysee*. The new soon-to-be Sony pack-in features the strange and unusual Abe that has tasks to complete in a world where nothing can be considered normal. Players can expect lavishly decorated levels, giant stages and creatures: the eyes of man have never before seen.

ODDWORLD: ABE'S ODDYSEE

SYSTEM	RELEASE DATE
	4th Qtr '97
PUBLISHER	SIZE
GT Interactive	CD-ROM
PLAYERS	% COMPLETE
1	N/A

ALL THE WORLD'S A TARGET.



You're one of the sensitive, politically correct, air-tight-with-yet-feminist-side men of the '90s, that you'd last one far away from mass destruction.



Mass Destruction is pure, fast-paced, non-nonsense, 24-battlefields, 24-targets-of-destruction, Flame Throwers,榴弹发射器, anti-air missiles, the works.



Something gets in your way, blow it up. Something doesn't get in your way, blow it up anyway. Put it this way, if it's a thinking man's choice you want, no play chess.

MASS DESTRUCTION

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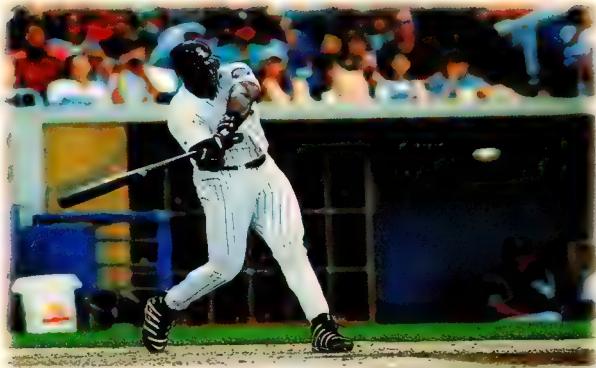


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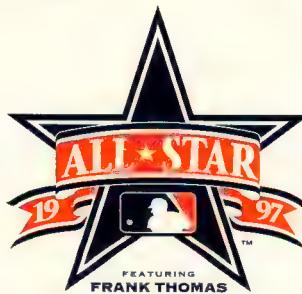


PLAY BY PLAY CALLS
FROM JON MILLER

...or he'll spray the bleachers.

We could tell you that **ALL-STAR® BASEBALL '97 FEATURING FRANK THOMAS** has every feature you ever wanted (because it has). But every ball player will tell you he can hit. Or pitch. Or field. It's how you play that matters.

Just like an All-Star, we're bringing you the complete package. Intuitive. Fast. Accurate. Consistent. And multi-talented. Because an All-Star isn't just a pitcher. He's a fielder, too. An All-Star isn't just a batter. He's a threat to steal. An All-Star isn't just a catcher. He's a pitching coach. An All-Star is a workhorse. And a stallion. An All-Star is a player. All the time.



A PERFECT GAME

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FULL SEASON TEAM AND
PLAYER STATS

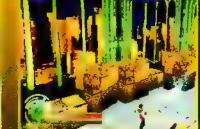


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PROTOS**WILD 9'S**

Kam's scheme takes place in a future where Kam—no more than a gigantic face—controls the entire world as Wex and his group know it. Why does the "Wild 9's" have such a vengeful attitude? Kam destroyed all of the teens' families, but also made the mistake of attacking Wex. The dark and gritty look of the future in Wild 9's comes through in the graphics. From what we've seen from early versions, the animation is flawless, being true to life.

Look for special lighting and other graphical effects. More than likely the levels will take place in the system's many planets.

PUBLISHER

Interplay

RELEASE DATE

4th Qtr '97

PLAYERS

1

SYSTEM



THEME

Adventure

SIZE

CD-ROM

% COMPLETE

N/A

Wreckin Crew

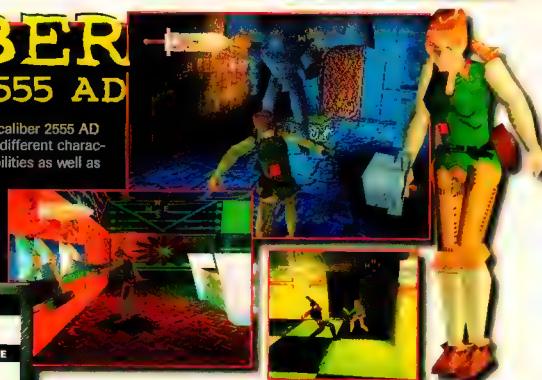
SYSTEM	RELEASE DATE
PlayStation	4th Qtr '97
PUBLISHER	SIZE
Sir Tech	CD-ROM
PLAYERS	% COMPLETE
1 or 2	N/A

Wreckin Crew offers players the chance to drive a host of stylized and customized vehicles from a '57 Chevy to a beat-up Ford pickup. Each vehicle has its own strengths and weaknesses, and you can drive through the streets of four fantastic worlds without having to worry about gear ratios and wing settings as you do with more technical racing titles. The main focus with Wreckin Crew is to put the fun back into the genre and allow players to once again enjoy a title without worrying about the technical aspects of a racing game. In-course pickup items and upgrades including nitros, weapons and repair kits are abound to help the player through the various courses of the adventure. There are even more than 1,000 different roadside objects which interact with the player's car. For instance, hit a tire shack and watch the tires bounce all over the track.

**EXCALIBER 2555 AD**

The sword known only as Excaliber has been stolen by bandits from the future and now it is up

to you as Merlin's apprentice to retrieve it. Excaliber 2555 AD features over 300 locations complete with 50 different characters, realistic light sourcing, full speech capabilities as well as hand-to-hand, armed and magical combat throughout the game. There are also intriguing puzzles that will test your brainpower as well as your sword arm. This one is bound to be more than an old time hack-and-slash adventure.



PUBLISHER	SYSTEM	THEME
Sir Tech	PlayStation	Adventure
RELEASE DATE	PLAYERS	SIZE
Ind Qtr '97	1	CD-ROM
% COMPLETE		N/A

Third time's a charm.
If you consider death charming.



- 10 all new arenas, and this time they're enclosed.
- 30 characters. 12 completely new, each armed with their own deadly weapon.
- Select from an unbelievable 30 frames per second or an even faster 60 frames per second.
- Unique save/ranking feature holds your place between matches. • 2 player mode.
- Dozens of brand new fighting combos. • Improved game and control dynamics.

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REVIEW CREW



SHAWN

When StarFox 64 came to the office, Shawn couldn't believe how cool it was. Will this push him over the edge to buy a Nintendo 64? Only if more quality games start coming through on a regular schedule. He was surprised by Overload and couldn't help but enjoy playing it—hmm...he does have a beard like Raz.



DAN

Originality can be a double-edged sword. Just look at this month's reviews for two very unique games: Harvest Moon and Tail of the Sun. Still, originality is what "Shoe" loves to see. And what's with all these polygonal fighting games lately? Shoe's been playing them all, but he still feels that they don't hold a candle to SF Alpha 2.



CRISPIN

All of this month's fighting games got Cris a little worked up, so the rest of the Crew sat him down and forced him to raise cattle in Harvest Moon till he calmed down. It worked, sort of. It took Cris a few fifteen minutes to figure out he couldn't perform a fatality on poor Bessie. So he went and ate a Big Mac instead.



SUSHI-X

Sushi's gearing up for his Street Fighter Collection CD, and he is crossing his fingers for a perfect translation of Street Fighter I one day. Disguntled with the story of SF3, he has been getting into the vs. gameplay. He's also been chuckling over his Sheng Long trick, happy to see the cool comments. Send your thoughts to *Sushi_X@rd.com*.



10-PERFECTION
9-VIRTUALLY FLAWLESS
8-SPLENDID
7-WORTHY
6-GOOD, NOT GREAT

5-AVERAGE
4-RENT FIRST
3-TIME-WASTER
2-DON'T EVEN RENT IT
1-FLUSH IT

EDITOR'S CHOICE Silver Awards are granted to games with a total average score of eight, while games that average nine or above receive Gold Awards

STARFOX 64



GAME OF THE MONTH

PUBLISHER: NINTENDO

CATEGORY: SHOOTER

BACK UP BATTERY

BEST FEATURE: KICKIN' BOSSSES

WORST FEATURE/PERSPECTIVES

ALSO TRY: S.O.T.E.

It took me about 10 minutes of wild teetering and tottering in my seat to figure out that StarFox 64 is an even better game than its 16-Bit predecessor. What we have here is the ultimate twitch shooter. Its screenfuls of enemies and onrushing obstacles never cut you and the rest of the McCloud clan any slack. OK, so the original StarFox was relentless, too, but this sequel gives you a hell of a lot more to worry about. For starters, your wingmen (yes, that would be the cloyingly cute trio of Peppy, Falco and Slippy, as well as a few new fury faces) are no longer expendable; each contributes something to the mission and is worth protecting—even if they do get in trouble way too often. Let Slippy buy the farm, for instance, and you won't be able to see the life gauge of Bosses (a real shame, since it'll probably be every gamer's fantasy to whack Slippy, who sounds as if he's voiced by a 6-year-old girl). And only Falco can lead you to the secret areas scattered throughout each level. StarFox fans wanting a little more freedom this time around may be disappointed that most of the game's 15 levels still stick your Arwing on rails, but at least now the track is wider, giving you more room to maneuver. And a few

-CRISPIN

I'm starting to see a pattern with games released by Nintendo for the N64—a nice pattern. StarFox 64 is close to the best N64 game I've played thus far—almost as good as Mario 64. Why? Simply because StarFox 64 not only has the same awesome control and play the original had, but it also adds so many things (like graphic effects, number

of enemies, etc.) that make this version so much better. The graphics and gameplay are simply stunning. Problems? I would've liked to see different choosable views for the tank. Also, when big enemies came close to your R-wing, it was often hard to judge where you were if only Nintendo would release 20 more games real soon. —SHAWN

StarFox 64 is a shooting fan's dream come true. Each of the game's 15-plus stages is jam-packed with incredible graphics, huge enemies (and hundreds of them), and best of all, challenging gameplay. Two of the coolest enhancements are the addition of real voices to the characters (all of which sound very good, though after an hour or so of listening to

Slippy whine, I was ready to shoot him down myself just to shut him up), and of course, the ability to man different vehicles (such as a tank and a submarine) on certain stages. The Rumble Pak adds a nice touch, but the novelty does wear thin rather quickly. Otherwise, StarFox 64 is probably one of the best N64 games yet, and well worth the wait. —DAN

StarFox 64 is an awesome sequel, worthy of Nintendo's name. The graphics are superbly done, with little breakup. The Bosses are huge and shockingly detailed, sometimes spanning the entire screen. You get treated to multiple paths, based on skill, so it will take one hot blaster to get through Section Z, the hardest road to victory. The Battle Mode is a

little tarnished, needing more options, but it was still fun to fight against real people. The other disappointment was the inability to play with others in the Normal Mode. Sorry, everyone, that's for one player only. The background music wasn't very inspiring, but with all the action going on in the missions, it was hardly missed. —SUSHI-X

9

VISUALS

7

SOUND

7

INGENUITY

8

REPLAY

SYSTEM: N64

DARK RIFT

PUBLISHER: VIC TOKAI



CATEGORY: FIGHTING

BACK-UP: NONE

BEST FEATURE: SPECIAL EFFECTS

WORST FEATURE: DULL GAMEPLAY

ALSO TRY: KI GOLD

Dark Rift looks good—real good—and the animation is some of the best around (next to VF3 and others as realistic). With that said, let me get into some things that are far more important than looks that bug me about the game. First, the AI seems to be really slow with the first few characters who often just sit there and let you hit them. At first I thought it was just the natural progression, but as I got to the fourth or fifth characters, all of a sudden the enemies become incredibly hard. I would've liked a bit more of a gradual ramp instead of giant steps. Some of the characters (like Eve compared to Morphix) seem unbalanced even with knowing their specials. **Dark Rift** also has a lot of good points. The weapons are great-looking and actually seem to cause major damage (i.e., Zenmamon's Samurai slash). On top of the cool-looking weapons, the graphic effects used in both characters and weapons, bring out the best in the N64 visuals. Let's face it, many of the good things about the game are merely aesthetic. When you put this up against a \$70 or \$80 price tag, graphics and effects don't matter so much. What it boils down to is **Dark Rift** being pretty fun, but it's an average 3-D fighter with incredible graphics. Even if you're starving for games, think about renting before buying.

—SHAWN

The bad news: Sushi and I spent a lot of time picking **Dark Rift** apart (via two-player battles), so I found a lot of fundamental flaws in the game (slow, sometimes useless projectiles, lethargic music, super cheap one-button counter throws, lame dial-a-combos that are executed almost the same for every character, etc.). The good? The game looks nice. —DAN

Although **Dark Rift** isn't a terribly original 3-D fighter, it is the first N64 game to deliver Tekken-style gameplay. Unfortunately, its simple dial-a-combo system won't hold most gamers' interest for long (a shame, considering the cost of N64 games). Still, the fighters themselves look superb and are well-animated. The arenas, however, are kinda blah. —CRISPIN

Dark Rift has a distinct Soul Blade feel to it, but the control is vastly different, i.e., using a throw button. Yes, a THROW button...what a waste of a good control. The music is annoying, so lower your audio. After learning the tap moves, it can be fun for two players, but the computer AI is pathetic. Simple patterns can beat the toughest CPU easily.

—SUSHIX

SYSTEM: N64

WAR GODS

PUBLISHER: MIDWAY



CATEGORY: FIGHTING

BACK-UP: NONE

BEST FEATURE: COOL FATALITIES

WORST FEATURE: OLD CONCEPTS

ALSO TRY: MK TRILOGY

In a time when Mortal Kombat 4 is the talk of the town, it's fairly ironic that a game like **War Gods** should show its face on the console market. Avid MK players will be able to jump right in and kick some tail, but they may have a little adjusting to do with the awkward 3-D button. Still, **War Gods** is what many, including myself, consider to be the prototype for a polygonal Mortal Kombat. It plays the same and has the same elements, like fatalities, creepy announcers, and of course, blood everywhere. In short, **War Gods** is horribly unoriginal. The frame rate is very choppy, say 15 fps at times, which doesn't say much for the N64's abilities. True, the arcade game wasn't much better at this, but I expected the translation to be cleaner. The selection of characters is pretty meager as well. I like the way the new 3-D perspective was handled, however, and the special 3-D attacks are very effective...almost too effective. I quickly was able to use the 3-D button, especially since I treated it like the Run button of MK3. The fatalities are by far the best part of **War Gods**, being more imaginative than MK's, much to my surprise. While not a blockbuster title, all MK fans will want this addition to their N64 library, but most other gamers shouldn't spend their hard-earned money on it. I'd rather wait for **Mortal Kombat 4**.

—SUSHIX

Here's a good example of a game that doesn't get any better because of improved graphics. The PlayStation version didn't play well and guess what? This version doesn't either. It just doesn't feel right. Part of it is the control and the other part are the moves—they're inventive and all, but often they're just too cheesy. I guess I like more realistic titles. —SHAWN

You say you can't wait for a 3-D Mortal Kombat game? Well here it is. **War Gods'** fighting style (outside of being 3-D) is extremely similar to MK's (same buttons, same sweeps and uppercuts, etc.). It doesn't have quite the same catchy appeal as MK, and it only features 10 characters. Not a bad game (MK fans should check it out), but you can find better. —DAN

War Gods may have been a dud in the arcades, but Midway made a few improvements to the home version of their first 3-D fighter. It now plays a little faster, and a few new moves have been added to each god's MK-inspired arsenal of attacks. Nevertheless, **War Gods** is an average fighter. Its fatalities will entertain you for a while, even if its gameplay won't. —CRISPIN

SYSTEM: SATURN

MEGA MAN 8

PUBLISHER: CAPCOM

EGM
45TH ANNIVERSARY

CATEGORY: ACTION

BACK-UP: SYSTEM MEMORY

BEST FEATURE: CLASSIC GAMEPLAY

WORST FEATURE: GOOFY VOICES

ALSO TRY: RAYMAN

Dear Capcom, thank you for the two NOTs. That is, NOT insulting the American audience by taking out the original anime cut scenes and NOT making **Mega Man** a 3-D game (for the sole purpose of making him 3-D). You see, tradition is not necessarily bad. MM receives a 32-Bit facelift, in terms of color and animation, but the game at heart that most of you've grown up to love is still intact. That could be bad news for those of you who've played to death every one of the million MM games (see this month's MM X4 preview). You won't find much revolutionary here. But, if you can't get enough of the Blue Bomber (Happy 10th Anniversary to him, by the way), then do yourself a favor and check this one out. The numerous weapons and Rush powers give this cute title plenty of variety. The thought that goes into some of the level designs will also impress side-scrolling fans (like me). My favorite is the Super R-Type-type shooter level, where you can pick up an assortment of offensive attacks. My only gripe...and this one applies to many 32-Bit titles—is that the game gets a little too chaotic at times. For some reason, programmers like to utilize the extra power to fill the screen with enemies, explosions, debris, it may get messy at times, but regardless, I recommend MM8 for those of you who miss the good old days of gaming.

—DAN

I am no connoisseur of **Mega Man** but certainly I can tell when a game is true to itself. This version of **Mega Man** is incredible. As great as the old ones were back on the NES, this one is everything I wanted back in the day. Granted some of the levels seem next to impossible, and to me (and many others I'm sure) is the proof of the fun of **Mega Man**.

—SHAWN

Fans of the **Mega Man** series won't find anything surprisingly new in this 10th anniversary edition—not, I'm sure, would they want to. It packs the flawless control, huge levels, unique Bosses and everything else you'd expect of a **Mega Man** game. Although the graphics aren't a leap ahead of the Super NES X games, the screen can swell with enemies. —CRISPIN

The Blue Bomber strikes again, with yet another solid title. My biggest complaint is the horrible voices, but beyond that, **Mega Man 8** has all the gameplay that made him famous. The power-up options are awesome, though I was disgruntled at the inability to have a fully powered **Mega Man** (Not enough Boots). Still this is a side-scrolling must-have.

—SUSHIX

7
VISUALS4
SOUND5
INGENUITY6
REPLAY6
VISUALS5
SOUND3
INGENUITY5
REPLAY9
VISUALS7
SOUND7
INGENUITY6
REPLAY

RAYSTORM

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CONTEST DETAILS
INSIDE PACKAGE

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SYSTEM: PLAYSTATION

TAIL OF THE SUN

PUBLISHER: SCEA



CATEGORY: HELL IF WE KNOW

BACK-UP: MEMORY CARD

BEST FEATURE: LOTS TO EXPLORE

WORST FEATURE: NO SUBSTANCE

ALSO TRY: AQUANAUT'S HOLE

I'm usually all for games that try something new, but *Tail of the Sun* is way too surreal—and dull—for its own good. You play a caveman who must evolve by roaming the world and eating stuff. Certain foods make your caveman smarter, thus giving his home village enough brains to invent weapons. Other foods make him tougher. And that's about all there is to it. Sure, you have to hunt the occasional animal, and the game packs a mighty big world to explore, complete with seasons, caves and continents. You'll also discover plenty of bizarre sights (the rock formation that resembles a butt had me scratching my head). But only fans of such exploration-heavy non-games as *Aquanaut's Holiday* (by the same developers) will find the surprisingly barren world interesting. To make matters worse, the graphics are substandard, and battling beasts—especially the fearsome mammoths, whose tusks you need to complete the game—is a chore, since control is so sluggish. But by far the game's most annoying feature is your caveman's tendency to fall asleep at the most inopportune times (you can wake him up, but he won't stay perky for long). You'll think it's funny the first time he faceplants into an unconscious heap. But by the 20th time...well, by then the game may have put you to sleep.

—CRISPIN

I had a lot of trouble understanding this game and I'm still not sure if I'd fully Maybe it's simpler than I think, but I am certain that it's the strangest game I've ever played. The idea is really innovative and this is probably the only way this idea could be executed, but I still wonder why in the first place. This is definitely not my kind of game

—SHAWN

This game is original, and its presentation is strange (use the screwed-up hallucinogenic ending to encourage kids to stay away from drugs, if anything). But please, do not buy this game—but do rent it. Why? Let me just say this: the game is so dull and meaningless, some of the staff actually crowded around to make fun of it. Now that's entertainment!

—DAN

A caveman's journey to enlightenment? This isn't exactly what I look forward to when I flip on my systems. Though the idea is sound, the actual methods and implementation is downright boring. I understand why the little fellas on screen can go from a full run into a face-down slumber. He's been bored into blissful unconsciousness. Coasters away!

—SUSHI-X

SYSTEM: PLAYSTATION

COMMAND & CONQUER

PUBLISHER: WESTWOOD STUDIOS



CATEGORY: STRATEGY

BACK-UP: MEMORY CARD

BEST FEATURE: TONS O' MISSIONS

WORST FEATURE: TINY SPRITES

ALSO TRY: VANDAL HEARTS

Command & Conquer has created quite a stir (albeit a good one). Where *Doom* revolutionized the first-person shooter (now you can find millions of "Doom clones"), C&C created a real-time strategy craze (and you can expect plenty of "Command & Conquer clones"). Since this is run in realtime, I would recommend this title to even those who tend to steer away from strategy games. Why? The action is constantly flowing. You won't find any slow-paced turn-by-turn, move-one-piece-at-a-time game here. On some of the later levels, you won't have time to plan anything with too much depth. You'll have to run on instinct alone. The strategy (and fun) part enters when you find yourself trying to balance your time collecting Tiberium (your income) and constructing buildings and military units and defending your base and destroying your enemies. Everything in this game is done just about perfectly. The PS version even one-ups the Saturn version by having extra operations of play (most from the PC expansion disk, and some are PlayStation exclusives). But the graphics are just as lackluster, grainy and tiny-spirited as they were on the PC, and Westwood has left out a Link Mode for head-to-head play. But these complaints are few and the praises many. C&C is excellent from start to finish.

—DAN

There's not much changed here outside of the new missions (which are plenty). I've been a big fan of *Command & Conquer* since the PC days and this version sticks to what made the originals so great (since it's almost exactly like the original). The graphics looks great, but the music gets repetitive (like the Saturn version). Any strategist should enjoy C&C.

—SHAWN

C&C is easily one of the best PS titles—if for no other reason than its sheer lasting power. The game's more than 60 levels will keep you strategizing for weeks, and the gameplay itself is intuitive and continually addicting. C&C's missions are so varied—from simple search-and-destroy sorties to assassination attempts—that the game never gets dull.

—CRISPIN

The additional levels are an added perk, which is rare. Usually the Saturn gets that kind of special treatment. The graphics are exactly the same, and the load times are tolerable—we see no improvement on either of these key points. Of course, the play remains the same, top-notch action we've come to know and love on the Saturn version.

—SUSHI-X

SYSTEM: SUPER NES

HARVEST MOON

PUBLISHER: NATSUME



CATEGORY: RPG

BACK-UP: BATTERY

BEST FEATURE: ORIGINALITY

WORST FEATURE: MIGHT GET DULL

ALSO TRY: ZELDA

An RPG about farming? Talk about a hard sell. But this epic adventure in agriculture is as good as it is original. The game puts you in charge of a dejected farm, which you must make profitable within three years. So you set about clearing your land, planting varied crops, maintaining them through the growing season, then gathering the harvest for food and profit in the summer. Of course, if you're looking for a year-round source of income, you could always raise a few cows and chickens, then sell their milk and eggs during the barren winter months. (Especially like that your cows will produce more milk if you talk to them.) Like any good sim, *Harvest Moon* has you carefully managing your resources—not the least of which is time. Your farmer can only work so many hours each day, and you have to divide his attention between watering crops, selling the harvest, attending various festivals, exploring the countryside—even courting potential wives! He also has only so much energy, so after spending the afternoon clearing rocks with a sledgehammer, it's probably a good idea to take a rejuvenating bath in the nearby mountain spring. Although the game's world is small when compared to other RPGs, it's full of secrets and folks to meet. You'll acquire tool power-ups that'll supercharge your farming.

—CRISPIN

At first glance I thought this one was just a regular RPG, but after playing it, I was pleasantly surprised—it's a farming sim w/RPG elements! Sure, it's weird but it's really well done with lots of cool small details (like festivals and keeping the wife happy). The graphics look primitive, being on the Super NES, but it's an original title that's a lot of fun.

—SHAWN

Sim Farm meets *Zelda*? Perhaps, but *Harvest Moon* wins my vote for one of the most refreshing and original concepts to come out in quite a while. Make no mistake, this strategy/RPG/simulation game is not for everyone (nor is it for the impatient). I do think that it contains a certain magical quality that may grow on a few select people. Give it a shot.

—DAN

Harvest Moon is guaranteed to be a sleeper hit this year, with an off-beat quest surrounded by a familiar interface. Super NES *Zelda* fans will quickly recognize the graphics here. The farm quest will turn off skeptical users, but once you give the game a try, you'll quickly become immersed in a true adventure that is hard to break away from.

—SUSHI-X

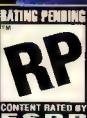
3
VISUALS2
SOUND5
INGENUITY2
REPLAY7
VISUALS8
SOUND8
INGENUITY8
REPLAY7
VISUALS6
SOUND9
INGENUITY7
REPLAY

ALBERT ODYSSEY

LEGEND OF ELDEAN



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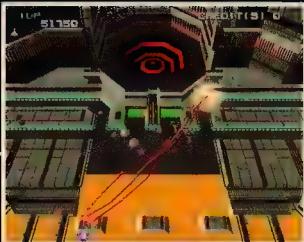


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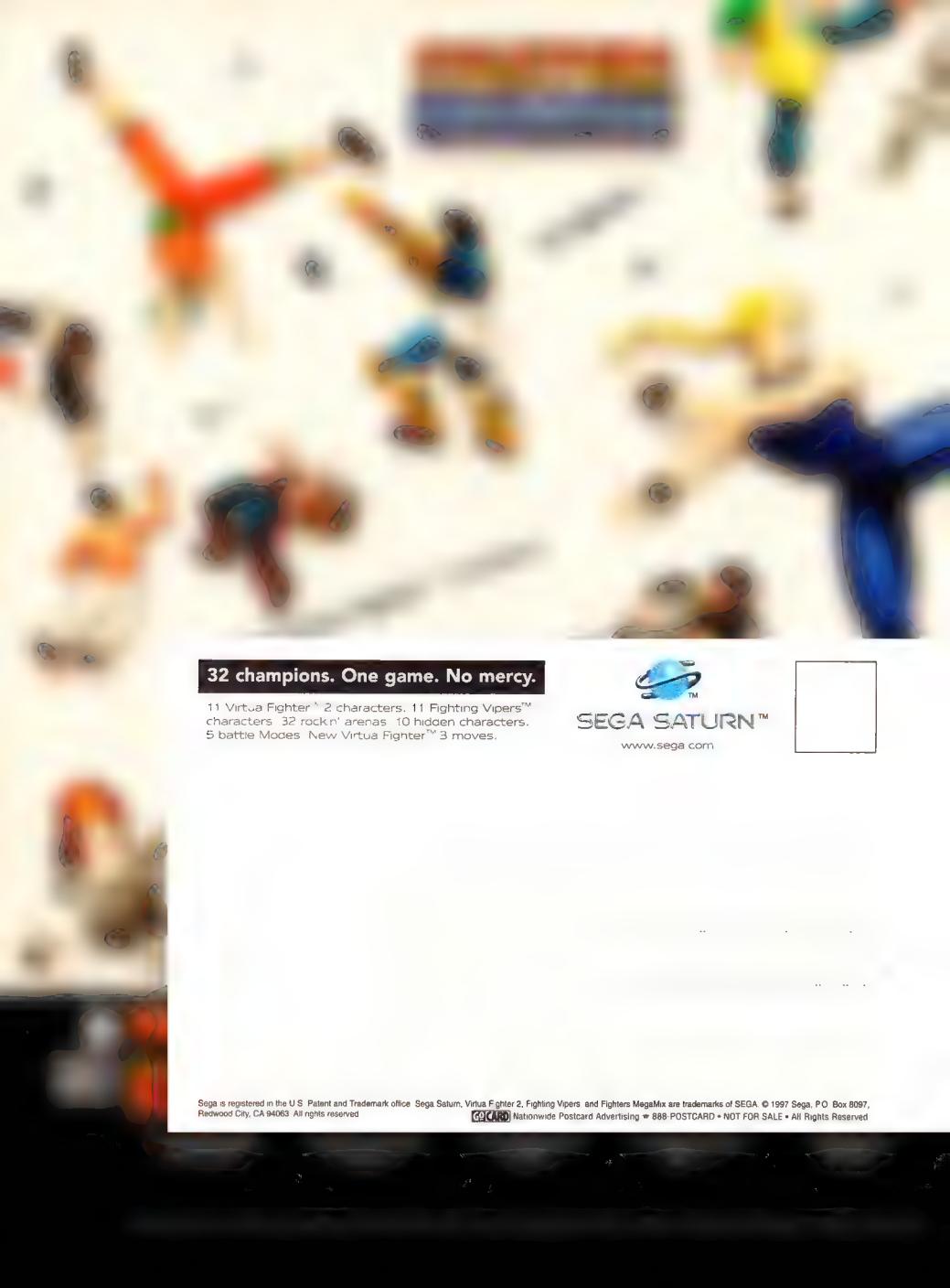


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TRICKS OF THE TRADE

Game Shark Codes

—by Interact Accessories
Saturn Codes

These passwords were provided by Interact Accessories and are for use with the GameShark peripheral for the Saturn only. They will not work on their own with just the game. Note: Do not try to modify the codes because they are supposed to be entered as shown here:

Master Code:
f600914c305
b60028000000

Command & Conquer
Infinite Money:
1608b8e1ffff
1608b8c1ffff

Die Hard Arcade
Infinite Credits:
1609fd74ff00

Doom
Chainsaw:
160893b60001
Infinite Bullets:
160893ca03e7
Infinite Shotgun Shells:
160893cc03e7
Red Key:
160893ta0001
Yellow Key:
160893bb0001

Mega Man 8
Have Flame Sword:
160361fc0100
Ice Wave:
160361ff0100
Have Thunder Claw:
160361ec0100
Have Tornado Hold:
160361fa0100
Infinite Flame Sword:
160361fe2800
Infinite Ice Waves:
160361ff2800
Infinite Thunder Claws:
160361cc2800
Infinite Tornado Hold:
160361fb2800

NBA Live '97
Away Team Scores:
1609d1760000
Home Team Scores:
1609d0760000

PlayStation Codes

Battlegrounds
Infinite Health Pt2:
800c368c0064
Infinite Health P2:
800c39bc0064

(Continued on page 52)

MECHWARRIOR 2

CHEAT CODES

Here are a bunch of great codes to enter in the new smash-hit, MechWarrior 2! Just enter the following cheat codes and then press X to accept at the Password Screen. The woman's voice in the game will sound, if entered correctly. Then begin your game, and you'll be able to utilize your cheats in the game!

For **Jump Jets** enter:
#, Y, X, O, /, A, >, Y, O, L
For **Cruise Throttle** enter:
#, A, X, O, /, A, A, Y, Y, A
To **Unlock Missions** enter:
T, <, X, O, /, A, X, <, <
For **Overweight 'Mechs** enter this code:
#, O, X, O, /, A, >, >, O, /
For **Extra Variance** enter:
T, #, X, O, /, A, X, <, <
For **More Ammo** enter:
T, O, X, O, /, A, X, >, T, U
For **Invincibility** enter:
#, #, X, O, /, A, >, <, U, Z

System: PlayStation
Publisher: Activision

SOVIET STRIKE

LEVEL CODES

For Soviet Strike, go to the Load/Save Option and choose Enter. When the password box appears, put in these level codes to advance you further into the game:
Black Sea-KRAZHA
Caspian-VERBLUD
Dracula-YADRO
Kremlin-PERIWOROT



Go to the Load/Save Option and enter one of the level passwords.

R.J. Streety
Waugh, AL

System: Saturn Publisher: Electronic Arts

AMOK

MISSION PASSWORDS

Here are a good amount of passwords to help you get through a difficult game. Just highlight the password option and press the corresponding buttons to enter the code:
Phase 2.1—CBYXYC
Phase 3.1—XABXAB
Phase 3.2—AZCBXC
Phase 4.1—YYBBCY



On this screen, enter the passwords as shown for different phases.

Phase 4.2—BAXCXX
Jeff T. Lynch: Nashville, TN

System: Saturn Publisher: Sega

TNN M.S. HARDCORE 4X4

MANY CHEAT CODES

On the Main Menu Screen, access the Race Type (Steering Wheel icon) and choose "Time Trial" within this option. After this, access the Key icon. Now highlight "1 Driver" and press A. Choose four drivers. Move down and change the number of laps to one. Move down again and access the "Edit Names" icon. Enter the names for each player in this order as shown: Fiddle, Wit, Vehicle, Mekaniks. Put the four words in the four-player name slots. Press button B. Move to "Begin Race" and start. While playing, press the top L button and Z simultaneously to bring up the bars in the "Fiddle" Menu, press Z to go forward and X to go backward through the menu bars. You can mess with the gravity, stiffness, spring length, wheel extend, shock absorbers, steering speed, moment of inertia, engine power and friction factor. Use the top L and R buttons to increase or decrease the amount of each factor on that bar.
The next cheat will give you



In Time Trial Mode, enter the names in this order (four players).

access to all the class types. Select the Time Trial Option and then access the Key icon again. Choose one Driver and three Laps. Move to "Edit Names" and enter your name as NOVICE (put two spaces after the word). Press button B two times to go back to the Main Menu. Highlight the Class Option (Hands icon) and access it. You will now be able to play in the Pro and Extreme classes. The last set of cheats are to be entered while the game is paused. The directions are as follows on the controller: U=Up, D=Down, L=Left, R=Right.

RALLYDULL: Adds a fixed-camera view.

CRAZYCAR: Three more boosts when there are none left.

ABRACADABRA: Turns cars into



You will be able to fiddle with many of the truck's attributes.



The tank code can only be entered on the Desert level. No more trucks!

tanks on Desert level.
LAAAALLLAALAA: Makes current lap the last one when you are in the first position.

BLACCAR: Makes you the mother truck.

DAZCRAZYDAZ: Enables alternative end-position commentary.

CARBUDULLDULL: Enables edit physics cheat.

MARIO KART 64

RAINBOW SHORTCUT

At the Game Select Screen choose a 1P game. Then choose to begin the Time Trials. Choose your driver and on the Map Select Screen, access the Special Cup. Move down and select Rainbow Road. When you begin the race, accelerate down the middle of the track and when you start going down the hill, press Left on the controller and the top R button at the same time. You will jump over the edge of the track and fall toward a lower part of the course. If you do it correctly, you will land on a great lap and record time. If you happen to miss the track after jumping off, just pause the game and choose the Retry Option. Practice enough, and you'll get it right in no time.

System: Nintendo 64
Publisher: Nintendo

STREET FIGHTER ALPHA 2

PLAY AS SPECIAL SAKURA

On the Mode Select Screen, take controller one and enter Survival Mode. Move to Sakura and press the Start button. Now press Up, Left, Down, Left, Down, Right, Right, Down, Left, Left, Down, Down, Right, Up, Up, Right. Now press and hold the Start button.



In Survival Mode, do the code at the Player Select for Special Sakura!

Then choose Ryu to get the special Sakura!

System: Saturn **Publisher:** Capcom

MEGA MAN 8

ANIMATION TEST

To access an animation test, where you can check out all of the movies of the game, highlight the "Bonus Mode" on the Title Screen. Now press and hold the top L and R buttons. With these held, press Start. The animation test will now be available under the Voice test in the Bonus Mode.



Do the code to get the "Animation Option in the Bonus Mode Screen."

Manoj Ramachandran
Jamesville, NY

System: Saturn **Publisher:** Capcom

TRICKS OF THE TRADE

GameShark Codes

—by Interact Accessories
PlayStation Codes
(continued)

Tigershark

Infinite ECM-9000:
800bf500013
Infinite EMP Torpedoes:
800bf440013
Infinite Gatling Arms:
800bf3801ff
Infinite Lives:
80084798003
Infinite MK-65:
800bf3e0013
Infinite MK-77:
800bf420013
Infinite MK-90s:
800bf460013
Infinite SM-19:
800bf480013
Infinite SM-25:
800bf4a0013
Infinite SR-70:
800bf4c0013
Laser Never Overheat:
800bffa0013

(Continued on page 5)

"You idiots. That was our village."



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SUPER NINTENDO
Entertainment System

TRICKS OF THE TRADE

Game Shark Codes

—by Interact Accessories
PlayStation Codes
(continued)

Big Bass World Championship

Infinite Bright Lures:

8004d278000

8004d27a000

Infinite Natural Lures:

8004d264000

8004d266000

Command & Conquer

Infinite Funds:

8011b964fff

8011c04cffff

Cool Boarders

High Stability:

801827a40000

Crypt Killer

Infinite Bombs Pt 1:

800fc17a0009

Infinite Bombs Pt 2:

800fc1d60009

Infinite Health Pt 1:

800fc1740005

Infinite Health Pt 2:

800fc1d0005

MechWarrior 2

Infinite Ammo:

800d12de0064

800d12fa0064

800d13160064

800d13320064

800d134e0064

800d136a0064

800d13860064

800d13a20064

800d13b00064

800d13da0064

Never Overheat:

800d12680000

800d126g0000

Mega Man 9

Flash Bomb:

801b1eb40001

Homing Sniper:

801b1ecc0001

Ice Wave:

801b1ebc0001

Water Balloon:

801b1cc40001

Infinite Flash Bombs:

801b1eb52800

Infinite Homing Snipers:

801b1ece2800

Infinite Ice Waves:

801b1ebc2800

Infinite Water Balloons:

801b1ec62800

NBA Shoot Out '97

Away Team Scores 0:

800b3e3c0000

Home Team Scores 0:

800b3e380000

PLAYSTATION UNDERGROUND NO. 1

MANY HIDDEN ITEMS

If you're fortunate enough to own this first set, you're in for a treat! Within these two discs, there are tons of little tricks, videos, demos and more that you can access. Just follow the instructions as shown for various results:

First CD

Twisted Metal 2 tricks: At "The Vault" Screen, press Circle, Triangle, Square, Circle, Triangle and Square.

Cool Boarders tricks: Inside the Tech Q&A Screen, quickly press Circle, Triangle, Square, Triangle, Circle.

NFL Gameday '97 hints: Inside "Behind the Scenes," hold L1, L2, R1, R2.

Jet Moto tricks: Inside "Code Book," press Triangle, Triangle, Triangle.

Hidden Credits: On the Main Menu Screen of the CD, press Square, Triangle, Circle, X.

Upcoming Game demo: In download station, and inside Carnage Heart at the Download Screen, press and hold R1, L1, R2, L2 in sequence.



At the Main Screen, hold Square, Triangle, Circle. Now press L1.



You will get to see an entire video by a band called "Urge."



On the Main Screen of the first CD, press Square, Triangle, Circle, X.



You will be rewarded with a video credits scene with the creators!

Second CD

Urge Video: At the Main Screen of the CD, hold Square, Triangle, Circle and Circle. With these held, press L1.

Genuine Video: At the "In Stores Now" Screen, hold L1, R1, L2, R2 in succession. While held, let go and press L1, R1, L2,

System: PlayStation Publisher: Sony Computer Entertainment

TNN M.S. HARDCORE 4X4

HIDDEN TRUCK AND RAINING FROGS

First, access the Race Type (Steering Wheel icon) and choose Time Trial. Next, access the "Start Race" option (Key icon) and enter either one of these codes in the "Edit Names" Option for the results as shown:

MAINLINE: This will access the hidden truck called Mother.

RAINFROG: This will



When selecting your truck, scroll until you see "Mother" in black!



Change the weather conditions to Daytime Severe for it to rain frogs!

cause the weather to rain frogs. Press Triangle twice to go back to the Main Menu and choose your new truck and weather.

System: PlayStation Publisher: ASC Games

TUROK: DINOSAUR HUNTER

GREG AND DANA MODE

Begin playing your game and press Start. A Pause Menu will appear with many options including one to enter your cheats. Highlight the "Enter Cheat" Option and access it. On the Cheat Code Screen, enter **GRGCHN**. This will access "Greg Mode" (Credits, Unlimited Ammo, All Weapons and Big Head Mode). You may also enter



At the Pause Menu, go to the Cheat Menu. Put in one of the codes.



With both codes entered, you will have a plethora of fun options!

Josh Krier
Okemos, MI

System: Nintendo 64 Publisher: Acclaim

TO HELL WITH YOU.



AGES 17+



NINTENDO 64
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CREATED BY



Inc. under
D. N. I.

DOOM
the N64 could
handle this game.

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TRICKS OF THE TRADE

Independence Day

—by Fox Interactive
for PlayStation

If you have a memory card inside the PlayStation, remove it; Select the Options Screen and press Start. Choose Load Game and press Start. At this point, put in the password of the level you wish to enter:

Easy

Canyon=BBFB
Washington=DBKHN
New York=GBKHW
Paris=LSSHW
Moscow=NLSHW
Tokyo=R39JD
Oahu=T59HW
Las Vegas=Z99HY
Mothership=399HG

Normal

Canyon=BBFMC
Washington=DBKMO
New York=GBKMX
Paris=LSSMX
Moscow=NLSMX
Tokyo=R39NF
Oahu=T59MX
Las Vegas=Z99MZ
Mothership=399MH

Hard

Canyon=BBFQC
Washington=DBKQO
New York=GBKQX
Paris=LSSQX
Moscow=NLSQX
Tokyo=R39RF
Oahu=T59QX
Las Vegas=Z99QZ
Mothership=399QH

DOOM 64

—by Midway
for Nintendo 64

Level Codes

These passwords will take you to some of the hardest levels in the game. On the Title Screen, go into the Options. From the options, choose Password and enter these codes as shown:

The Transformer:

CB92NBPLSYL?JO2?

Main Engineering:

BXYH?G4?6Z4JPIPZ?

Holding Areas:

CYCCMGPKX47GTS2?

Tech Center:

CF3?PGGD512ZPFK?

Alpha Quadrant:

BXROTH1F52GG7W?

Research Lab:

BBXWHLGXBbEPRKE?

Final Outpost:

FVFSFL55QGVWDW?

Even Simpler:

FFLBMQ6C91V1CPF1B?

Kris Kulekseth, Detroit, MI

SCUD: THE DISPOSABLE ASSASSIN



LEVEL SKIP AND MIMIC MODE

To get a level skip in this game, get to the Title Screen. Press and hold diagonally Down-Right and press Y button and Start simultaneously (This spells DRY). You will know it worked if you hear a hilarious skit called "Answering Machine" by the Deal Alewives on the Confirmation Screen. During gameplay in D-pad Mode, press Start to pause. Press the top L and R buttons simultaneously to skip to the next level.

To skip levels in Gun Mode, do the DRY code and then pause the game by pressing Start on the gun. Use the trigger to select the



On the Tide Screen, press Down-Right with Y. Then press Start.

Quit Option. After asking for confirmation, choose YES. Then it will advance you to the next level.

To get Mimic Mode, do the DRY code again. Go in D-pad Mode. Choose two players with button B. On the Confirmation Screen, go to "Let's Play" and press C. When the screen fades to black, pull out



In Mimic Mode, you control both characters for maximum firepower!

controller two. Make sure you do this before the disc spins or it won't work. You'll be in control of two players after it's done loading. Using the first controller, you can control both characters and sport double the firepower! (Note: The skit is meant for a mature audience.)

System: Saturn Publisher: SegaSoft

BRAHMA FORCE



SPECIAL MENU, VIEW POINT CONTROL, ETC.

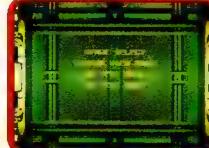
To get a Special Menu in the game Brahma Force, you must finish the entire game within two hours. Keep the memory card, which has the Clear Data, inside the slot. While the "Press Start Button" at the Title Screen is flashing, press Start. The system will check for save data. A new option named "Special" will appear underneath the other options. Highlight and enter this special mode. You will now have access to a Stage Select, Stream View Mode (see all the full-motion video from the game), XA



After beating the game within two hours, a Special Option will appear.

Test Mode (test out all of the voice acting from the game), and the SE Test Mode (test all the sound effects in the game).

To turn on Map Viewpoint Control, begin your game and press Start to get the Command Screen. Highlight "Map" and enter



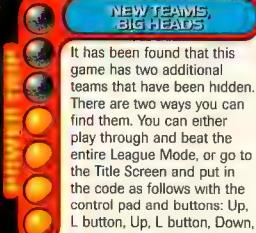
You will be able to access a Stage Select, FMV test, sounds and more!

this mode. Press Select to stop the map rotation. Now you can use the control pad and the top L and R buttons to move yourself freely all around the map.

To return to the Title Screen, press L1+R1+L2+R2+Select at the same time.

System: PlayStation Publisher: Jaleco

INT. SUPERSTAR SOCCER



NEW TEAMS, BIG HEADS

It has been found that this game has two additional teams that have been hidden. There are two ways you can find them. You can either play through and beat the entire League Mode, or go to the Title Screen and put in the code as follows with the control pad and buttons: Up, L button, Up, L button, Down, L button, Down, L button, Right, R button, Right, R button, B, A, press and hold the Z button and press Start. You will hear a sound confirming that it worked. Now, choose your mode of



Do the code at the Title Screen for two new teams to be available!

play and a one- or two-player game, both VS. CPU or CPU VS. CPU. On the next screen, scroll through the teams and you will see there are two new team icons to choose.

Another code is big heads for the players. Go to the Title Screen



Enter the Big Head code at the Title Screen for a hilarious soccer match!

and enter this code as shown: Top C, Top C, Bottom C, Bottom C, Left C, Right C, Left C, Right C, B, A, then hold the Z button and press Start. All of the players on the screen now have huge heads!

*Note: This trick was done on a Japanese version of the game and is subject to change on the production America's version.

System: Nintendo 64 Publisher: Konami

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SPECIAL FEATURE



Virus-Hudson/Sega



Goeman-Konami



Silhouette Mirage-Treasure



Go Go Soccer-Tecmo



Samurai Shodown RPG-SNK

Spring brings a breath of fresh air and the promise of new games from your favorite game companies. There's no better place to kick off the season than the Tokyo Game Show, which is sponsored by the Computer

Entertainment Software Association and held at the Tokyo Big Site. The event is a showcase for companies such as Sega, Sony and third parties (Nintendo has their own show in Japan) who want to let the press and the general public check out what will be available in the coming months.

Sony: It seems Japanese gamers have warmed up to Crash Bandicoot, who was in attendance, but still peddling his last effort and still quiet on the sequel (at least at the show, but check the rest of the mag for more info). Drawing the most attention at their booth was the game based on the hot anime movie and comic series, *Ghost in the Shell*. The game story follows more closely to the comic (which is making fans jump for joy) while the action looks to be mainly a shooter with the player taking control of a tank-like vehicle and exploring vast areas. The other game garnering excitement was the action RPG *Alundra* which is made by (mostly) the same team who worked on *LandStalker* for the Genesis. The action looks intense and the puzzles promise to baffle gamers for hours on end.

Sega: A large screen with a playable 3-D Sonic greeted visitors at the Sega booth which

CESA PRESENTS

g

1997
SPRING

TOKYO GAME SHOW

Hundreds of new games including surprises from Sony and Sega

Multiracing Championship-Engineer



SF Collection-Capcom



Dungeons & Dragons-Capcom



Breath of Fire 3-Capcom



Ace Combat 2-Namco



made many take a hard second look. Unfortunately, that second look proved a bit disappointing since *Sonic Jam* is a compilation disc of the four *Sonic* adventures that came out for the Sega Genesis. The 3-D play in question comes from a Level Select sort of area as opposed to some bonus round reward. *Last Bronx* is the latest arcade-to-Saturn port from the AM3 division responsible for the outstanding *Sega Rally* translation. The street punk weapon-based brawler is looking great and is slated for

release later this year. *Azel Panzer Dragoon RPG* is the next chapter in the "boy and his large flying lizard series" and as the title implies, is an RPG. The game looks great and has action sequences in addition to traditional menu battles. Other notable games were *Sky Target* which is an indirect chapter of the *Afterburner* series of jet fighter games and the greatly anticipated military sim sequel, *Iron Storm 2*. Sega did hint about their next big game which was referred to as "*Project Sonic*" and is slated to appear at the E3

show in Atlanta to go up against Crash Bandicoot 2.

Konami: *Goeman* for the N64 was the biggest game available for play on the floor, but they did show lots of new footage of *Metal Gear Solid* for the PlayStation. The big surprise was the first look at the 64-Bit version of the classic saga of vampires and the Belmont family. *Castlevania 64* is still fairly early, but what was shown looked promising. Other notable games were the arcade driving game *Midnight Run* for the PlayStation



King of Fighters '96-SNK



Thunderforce V-Technosoft



Runabout-Climax



Croc-Argonaut



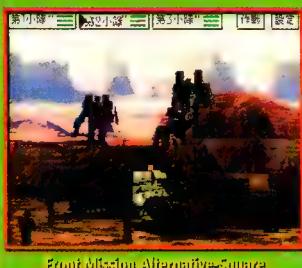
Fighter's Impact-Taito

and the Salamander Deluxe Pack which is a compilation shooter.

Square: The main action was happening around the Final Fantasy Tactics area which got rather crowded as it was next to the Saga Frontier area which had their own mass of people. There was a competition to promote the release of Tobal 2 with Bun Bun Maru (a top-ranked Japanese fighting champion) on hand to show off his skill and the game. The mystery game Square uncovered was

Front Mission Alternative: This is the third in a very popular simulation/action series on the Super Famicom which never saw the light of day here.

Capcom: As far as third-party software developers are concerned, none had as many hot software titles as Capcom. Topping the list is none other than the sequel to last year's megahit, Resident Evil 2. It will no doubt be one of the hottest titles when it gets released. Not to leave Saturn owners out, the first Resident Evil will be out for the Saturn with a couple of planned



Front Mission Alternative-Square

perks like extra costumes. Marvel Super Heroes which has been on-again/off-again for months is on again. Breath of Fire 3 which was scrapped and reworked for the PlayStation is almost ready and the latest in the mega-series, Mega Man X4, is being regarded as the best-looking version on console systems yet. Street Fighter Collection is a collector's pack which has Super SFII, Super SFII Turbo and an unnamed game exclusive to the collection. Dungeons & Dragons Collection is like the SF compilation except with the D&D arcade titles.

their port of the arcade fighter Dead or Alive was given a quick sneak preview.

Taito: The biggest game for them was Fighter's Impact which is their entry into the crowded 3-D fighting game market for the PS.

Virgin: They pulled out a huge coup by taking a funny license like Camera and making a cool shooter that paid homage to Panzer Dragoon.

Hudson: They had a booth for their hot collaboration game with Sega called Virus. It mixes CG graphics with animation-style characters designed by the talented Machhouse studio.

Imagin engineer: Multiracing Championship was making the rounds and looked hopeful to make it Stateside. They also had a soccer game that had nice animation, but lacked graphical punch.

Rounding out the other standouts were Croc (action) which looked like an N64 game on the PS, Silhouette Mirage (adventure) from Treasure, Grandia (RPG) from Game Arts, Gvector (a fantastic-looking shooter) from T.G.S. and Thunderforce V (shooter) from Technosoft which are all for the Saturn. It was a show filled with games, but there are still a ton of third- and fourth-quarter games to be announced.

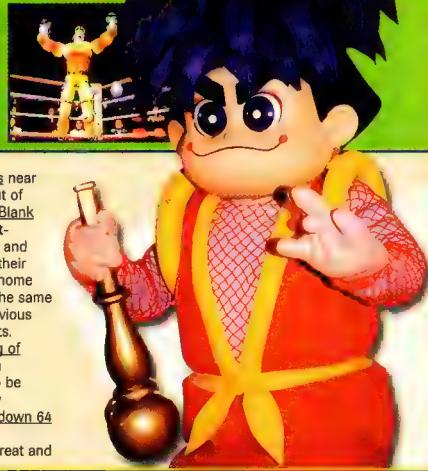
Gvector/T.G.S.



Cool Boarders 2-Dyn Systems



Hard Blow/EA



Namco: Ace Combat 2 and Time Crisis near even closer to completion while the debut of Gun Bullet (Known as cult favorite Point Blank here) delighted fans. Gun Bullet is a light-hearted shooting game with often wacky and offbeat things to shoot at. The sequel to their huge 16-Bit, 40-Meg RPG looks right at home on the PlayStation. Tales of Destiny has the same basic play as its predecessor with the obvious enhancements in color and special effects.

SNK: Arcade ports of the popular King of Fighters '96 appeared on both the Saturn and PlayStation. Samurai RPG seemed to be coming along nicely and there was a few minutes of new footage for Samurai Shodown 64 which is looking very impressive.

Tecmo: Tecmo Go Go Soccer looked great and

Time Crisis-Namco



Point Blank-Namco



Tales of Destiny-Namco



Salamander Deluxe Pack-Konami



Midnight Run-Konami



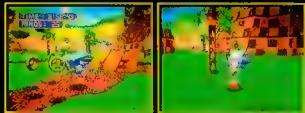
SONIC JAM SEGA



Ever since the mediocre Sonic Blast title (medioocre for the Saturn, but great on the Genesis), loyal Sega buffs have been yearning for the "Blue" to really be back. Well, it's going to be just a little longer, but at least Sonic Jam will tide you over until "Project Sonic" unveils itself.

Sonic Jam is a compilation disc packing in the first four Sonics including Sonic and Knuckles. You'll also be able to play with the features you got from putting the Sonic 2 and 3 cartridges into the Sonic and Knuckles cart!

The cool 3-D gameplay you see here in



these screens are apparently from a Level/ Game Select starting point similar in style to the Namco classic discs. This playable stage, full of rivers, spring jumps and lots of floating platforms, was great and showed that the



the action is controllable with the Sega analog thumb pad. So take a look at what this level has to offer, because this is what the next Sonic title for Saturn (not Sonic Extreme) will most likely look like come its projected release in September. Till then, it's only up to Sonic Jam to keep our hedgehog appetites healthy!



LAST BRONX SEGA

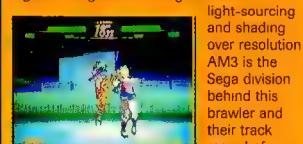


Sega has been hurtin' for a fighting game that would appeal to fans in America who aren't as thrilled with the Virtua Fighter style of play. Last Bronx could be the game that makes these people take notice with weapon-based combat that is probably the most brutal to date. The brutality doesn't stem from excessive blood or any cheap

gimmicks, but rather the same Virtua Fighter realism applied to a nunchaku smacking you in the side of the head.



On the graphics side, you'll notice that it approaches the high-resolution quality seen previously in the Saturn port of Virtua Fighter 2, but sacrificed in Fighting Vipers and Fighters Megamix. Those games favored



light-sourcing and shading over resolution. AM3 is the Sega division behind this brawler and their track record of Saturn ports (Sega Rally, Virtual On) which really points out that Last Bronx is going to be one fantastic fighter.



AZEL PANZER DRAGOON RPG SEGA



I t's pretty much a no-brainer that Sega would have another installment of its popular Panzer Dragoon series ready, but imagine the surprise when they revealed that it was an RPG! Alright, we at EGM knew the



details and saw early screen shots prior to the show, but when we actually saw the game live, it made us salivate like the dogs we are.

There are elements of the game that are similar to the action we're used to, but there are menu-based battles that reveal its role-playing side. The extent of the action side of Azel Panzer Dragoon RPG has yet to be revealed and there is word that there will be shooting sequences at certain intervals of the game to keep a sense of continuity to this update.

You'll be able to walk around towns which are realtime 3-D rendered structures. The exploration elements as far as landscapes are yet to be released. Sega states that there will be a cast of at least 20 different characters with the lead character being a 15-year-old boy. The best part for Panzer fans is that the story of the characters and especially the world will be fleshed out in greater detail.



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CASTLEVANIA 64 KONAMI



While we're waiting for Dracula's appearance on the PlayStation later this summer, Konami is preparing the venerable series for Nintendo's 64-bit system.

Castlevania 64 is still in very early stages and is tentatively scheduled to be ready by year's end. As you can see by the pictures, the characters and objects are all made from polygons. There are light-sourcing effects, but it remains to be seen how detailed the characters are. To achieve a vast, viewable landscape, Konami may sacrifice some details



or they may cover things up a bit with fog effects and draw the game with a higher amount of detail. Whichever they choose, the recent PlayStation version proved that Konami has not forgotten how to do a good Castlevania game while pessimists will insist they won't be able to transfer the spirit of the series into the 3-D realm.



METAL GEAR SOLID KONAMI



Many here at EGM have longed for a follow-up to the classic NES games that seemed like they would be forgotten in the sands of time (Bionic Commando from Capcom is still MIA). Luckily for us, Konami has brought back the original mind behind Metal Gear and allowed him to realize his true vision of the game.

The way the game was intended to be was



one of an espionage theme in which avoiding detection came before killing. The adventure-style mechanics should still remain mostly intact with the addition of full 3-D environments that are drawn in realtime instead of prerendered backgrounds.

It seems Konami is going to make a serious run at getting back their previous reputation of being one of the elite software makers in the field.



YUKE YUKE TROUBLEMAKERS ENIX

The award for most hyperkinetic action game of the show could easily go to Yuke Yuke Troublemakers. Enix thought so much of the game that it was the only game in their entire booth showcased (either that or they really didn't have any other software titles).



The game is developed by Treasure and it shows in the gameplay and cute character design. The game is

basically a 2-D multidirectional scrolling action fest that features 3-D backgrounds. As evidenced by their McDonald's game (Genesis) a while back, Treasure has the ability to make any game play great regardless of looks. Yuke Yuke Troublemakers should see the light of day in the States and seems destined to become an underground hit in much the same way all Treasure games (Gunstar Heroes and Guardian Heroes) do.



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RESIDENT EVIL 2-CAPCOM

Resident Evil 2 is certainly a game that needs no introduction. Ever since it was released last year to critical acclaim and blockbuster sales, players have been anxiously awaiting the next installment.

There is good news and bad news. The good news is that the game looks awesome and is totally upgraded from the previous chapter. The characters have head-tracking ability, the polygon count is way higher and the levels are incredibly diverse. The bad news is that it has been delayed yet again and the U.S. release is expected to be sometime in 1998!

This news only goes to show how enormous this game is going to be since it is set to occupy two CDs. We'll have more updates soon.



Of course there are new places to explore and ugly foes to dispatch.

There's plenty more zombie-busting mayhem so be prepared for heads to roll again!

MARVEL SUPER HEROES-CAPCOM

Marvel Super Heroes has been one of those games that has appeared and disappeared from release charts for almost a year now. The game gave Marvel comic fans a chance to take control of characters like Spider-Man and Captain America, Capcom style. Now it has resurfaced in the form of a 60 percent complete version running on both the Saturn and the PlayStation. Both versions looked about the same at this point, but the Saturn version is said to support the SNK Ram cart for extra frames of animation and slightly quicker loading time. The PlayStation version already showed a marked improvement over Capcom's previous 2-D fighting efforts like DarkStalkers and Street Fighter Alpha 2. We'll have to wait until both versions are finished before we know which game machine can claim a superior version.



Saturn and PlayStation owners have been waiting a long time for the animated and frantic action of this Capcom 2-D brawling fest.

FINAL FANTASY TACTICS-SQUARE

We first witnessed the game in the sampler CD for Total No.1 and since have wondered when we would see this puppy over here. The good news is that it is indeed being picked up for domestic release and more importantly, the game looks great. The battle system seemed uncomplicated and familiar to anyone who's ever played a Final Fantasy game. It looks really long and should provide hours of strategy and war mongering for all good kids out there.



War simulation game players will go nutty with Square's take on the genre.



Some of the cool variables are the changing weather and time of day during battles.

SAGA FRONTIER-SQUARE

It seems there was a time when there were no RPGs in sight for the Sony machine, but it seems hard to remember that now. Saga Frontier update the Saga series of games on the Super Famicom and could well be the first version that will appear in the States (aside from the Game Boy titles which were renamed Final Fantasy Side Quests.)

The graphic look differs from FFVII in that the characters are rendered sprites as opposed to full polygonal creations. As with



previous Saga adventures, this one is fairly non-linear and can be completed in a different order than the last time you played.



This one is also in Sony of America's plan for release, and we'll have extensive coverage as soon as we get our dirty hands on the sucker.

GAMERA 2000-VIRGIN

One of the greatest surprises of the show was found in the Virgin booth of all places. Gamera 2000 puts you in control of a jet and at other times on the back of a speeder bike-type of vehicle. The premise is that you fly around with Gamera and help him (or in some cases have him help you) shoot down the bad guys.

The most interesting thing is the way you move around your gun sight—it is very



similar to that of Panzer Dragoon. Of course the graphics ain't too shabby either, and the early version we

played was plenty hard. There are lots of lighting effects and explosions that light up the screen. It still remains to be seen whether the Gamera name will entice gamers to give the overgrown turtle a try.

HOST IN THE SHELL-SONY JAPAN



Host in the Shell has garnered quite a following through the Manga by Masume Shirow and next gained a wider audience with the nationwide release of the full-length

animated movie at theaters and then on video last year. Now, Sony of Japan is set to unleash its game based on this fan favorite, which will follow the comic story lines instead of the movie

(which seemed like it was based on a single issue of the series). The tank shooting action is fast and with the correct adventure elements, could shape into a solid title.

REV LIMIT-SETA



Games aren't exactly plentiful on the Nintendo 64, so when one looks as promising as Rev Limit, we follow it very closely. The game features unique car and road details

and moves along at a smooth frame rate. The control is very good and car mechanics seem solid. It is definitely miles ahead of Cruis'n USA in terms of control and play mechanics. The

Japanese release is set for late spring, so we'll have a copy very soon in order to give you a complete blowout on all the final details. This is something you won't want to miss!

WILD CHOPPERS-SETA



In the same booth as Rev Limit, Wild Choppers is the air-based shooting game from Seta. The graphics seem to be improving from early pictures we have seen, but the

gameplay was not as refined as it needed to be at this point.

However, those seem to be problems that Seta is capable of fixing with enough play testing.

The little graphical touches did stand out, though, and explosions and other dramatic flares looked to be on par with what the system has proved to be capable of.

Cover Story

BACK 2 THE BANDICOOT

SONY'S MARSUPIAL COMES BACK TO PUT NEO CORTEX DOWN A SECOND TIME

hat PlayStation owner doesn't know who Crash Bandicoot is or at least heard of him? Unless they've been living in a cave since September of last year, more than likely PlayStation fanatics do know him. And many Nintendo and Sega junkies can't help but hate his commercials and print ads that ran a little while back.

portraying him as the coolest mascot around (or at least the funniest) and disrespecting Nintendo in front of their headquarters in Seattle.

Ever since the first Crash came out, many have hungered for a sequel. This is no surprise considering the hustle-bustle surrounding the title at last year's E3 show in Los Angeles. Sony,

Universal Interactive Studios, along with Naughty Dog, knows that PlayStation owners have this thirst and that's why they've been working on a second installment to the Crash saga. The title should be out sometime in the fourth quarter this year (probably early November, but nothing has been decided).

So what's to be expected from this new Crash? It's still far from completion, but we'll give our readers what we know so far, even though the info could change.

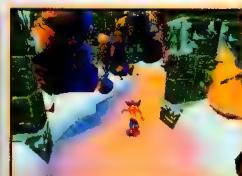
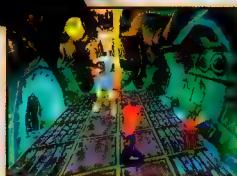
First, Sony has made it clear that the sequel will be even better than the previous one (what company wouldn't say this about their product?) by sporting a new game engine. With this revamped engine, gamers will see 10 times the number of frames in animation, increased number of



polygons in both the foreground and background, more detailed renders and other goodies that Sony has yet to release. One feature in particular, spot and directional lighting, should make the levels look incredible, according to Sony.

Crash 2 will feature a new level format similar to Mega Man in that players will be able to choose from five or six levels in any order instead of going through level 1 to level 2 and so on. The game is broken up into "Warp Rooms." In these Warp Rooms, players can choose one of the different levels. The few shots we've seen are early, but from what we can tell, there is a sewer and a snow level, among many others which we'll expound on as this year's E3 draws near. Sony says the levels in Part 2 will be larger than before—twice as large in some cases—with more secret paths and bonus areas.

On top of changes in the game engine and levels, Crash will also feature some new moves.



WAGGLES WAGGLE GODS

WARNING

Depicts EXPLICIT, GRAPHIC, BLOODY AND GORY ACTS OF ANIMATED DEATH.

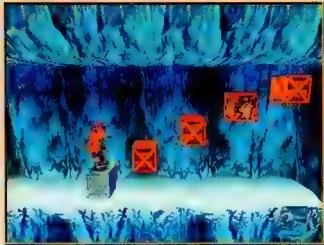


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Gamers may remember Crash being able to do some standard moves like running and jumping. In the sequel, the main marsupial will be able to swing, hang, climb, crawl, duck and do what seems to be belly-flop attacks, among other moves...phew!

The story in Crash 2 goes as such: After Neo Cortex's hot-air balloon was destroyed by Crash in the first game, Neo Cortex falls to the Earth below, but he doesn't stop there. Cortex continues to fall through a hole in the ground—the entrance to a hidden cavern. More than likely Neo Cortex rebuilds his evil empire and tries again to take over the world—in the process destroying Crash. From that point the adventure begins and the rascally bandicoot must face the madman once again.



Players will see some characters from the first Crash making an appearance in the second one. Some include: Crash (of course), Neo Cortex (as mentioned), N. Brio and Ripper Roo. Does this list seem short? Gamers can count on others being in there, and *EGM* will update you as we get our hooked-toes on more info. On top of the old, faithful characters, Crash 2 will have a whole new lineup, too (allies and enemies).

With interactive back-grounds (i.e., Crash can hang from the ceiling) Crash 2 adds more for gamers to do. With added goodies like

falling snow in some levels as well as new, colored lighting, Crash 2 looks to have what a sequel should have: plenty of new stuff! But since Crash 2 is far from done, and *EGM* hasn't even played a version of it yet, let us be your source for updates.

Some of the same views are back in this one like the side-scroller view and the third-person view.

The little bits and pieces we've seen on Crash 2 look promising. Once the game gets closer to completion, new info, screen shots, character art and more on this sequel will be sent your way.



LEAPIN' LEVELS

This isn't an approved graphic from Sony, but gamers may find that this is how the levels in Crash 2 may be laid out. There will be more than one Warp Room, each with around five or six different levels (these also may have sub-levels). This, of course, doesn't include any of the hidden and bonus levels.

SUB-LEVEL

LEVEL 1

LEVEL 2

LEVEL 0

WARP ROOM

LEVEL 3

REMEMBER ME?

SUB-LEVEL

LEVEL 5

LEVEL 4

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RATING PENDING
RP
CONTENT RATED BY
ESRB

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SPAWN

HORROR IS
COMING TO THE
PLAYSTATION



What is horror and how can it be embodied? If Todd McFarlane, creator of Spawn and president of McFarlane Toys, has anything to do with it, Spawn will be that embodiment. But how does a PlayStation title and the complicated backstory of Spawn—one of lost love and constant conflict—mesh?

McFarlane knows what and where he wants Spawn to be—he wants to keep hold of his creation to ensure Spawn doesn't start popping up on items like lunch boxes and kids' toothpaste (although *EGM* can't help but wonder what Spawn toothpaste would taste like). That's why McFarlane is cool with Spawn being in a PlayStation game—although he's not a gamer by nature. He knows what Sony is capable of when it comes to making games (even though he still approves it).

Players must control Spawn through Hell's Orchard and then work their way back through time, facing each of that time period's most powerful magician. These magicians hold the keys to unlock the gate to enter the Tower of Hell. After making their way through these levels, players will be faced with the Tower of Hell and its seven levels. All of these stages have loads of enemies to face and plenty of power-ups to use.

Even though there is plenty of exploring to do in the game, the fighting element in *Spawn* is a big part. The version *EGM* played had a full set of moves, combos and grabs for Spawn and other moves for his enemies. There are also weapons which can be found. Some include swords, clubs, guns and limbs among others.

Although it was started in February of 1996, the game is just now coming close to completion (it should be released sometime in August). All shots shown are from two of the 18 levels in *Spawn*. The game takes place from a third-person perspective with a possible First-person Mode to be added. Gamers



Possible choices for the jewel-case cover

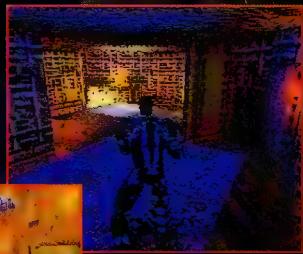


These are some of the possible jewel-case designs. Gamers will end up seeing one of these when they go to the store when *Spawn* hits the shelves. The third one, if chosen, will have red foil on it. Which one will it be?

can also use a "Free Camera" Mode which allows them to look around by holding down Select and moving the D-pad.

The game features effects unlike most PlayStation titles previously released, which is probably attributed to the high resolution being used (512x240). All lighting in *Spawn* is dynamic in color and placement, and the graphics will be polygonal as far as characters and most objects go. The only sprites will be flames and mist, etc.

All 30 of *Spawn*'s character feature animation that, according to Sony, will not drop below 30 frames per second. All of this animation was captured in-house at Sony's grab lab in San Diego. Look in upcoming issues for more coverage.



Although the game is early, it's easy to see where it's going. The lighting gives the game an eerie mood and the severed limb to the left adds to the horror.



A Level From the Past:

Gamers familiar with the comic book and the toy line might remember Savage Spawn. This version of Spawn, who has been transported to the past to collect the magic key that'll transport him to the next level, wears a fury, loincloth ensemble. After all, Spawn adapts to whatever time period he's plopped into. In this level, players will make their way through, battling enemy after enemy along with plenty of exploration.



Words of Wisdom With Todd McFarlane:



If gamers who are also die-hard Spawn fans, are wondering if the upcoming PlayStation title will feel like the comic, know that Todd McFarlane and his crew (along with Sony's production team) wouldn't let Spawn come off the wrong way.

McFarlane is approving the title every step of the way along with his friend and right-hand man, Terry Fitzgerald, president of Entertainment Publicity and Licensing.

The approval process goes as such: The Spawn team from Sony sends Fitzgerald and McFarlane revised copies of the game as they become available. McFarlane then looks at the game and says what he likes and doesn't like.

McFarlane said, "It becomes a wish list of sorts...since there are technological barriers." McFarlane compared the process to stringing a lot of arrows: "Every now and again you hit your target...as long as it keeps the Spawn attitude."

This attention to what his creation is really about should keep Spawn from selling out. McFarlane went on to say, "Whatever we put in [the game] we ask ourselves if it feels right."

On technological boundaries, McFarlane knows that there's a line that people need to go all the way up to. "...sometimes you cut yourself on it...then you'll know what your boundaries are," McFarlane said.

Look for Spawn on the big screen, on HBO and on toy shelves soon if not now.

The Sixth Level of Hell:

Nobody ever said hell was a nice place to hang out—especially the sixth level of hell! Players will be frightened by multicolored clouds in the sky, but it's not just the sky that makes this level of hell a little spooky. Like all levels in this early version of Spawn, the levels are pretty much unpopulated. There are few enemies to run into and no objects. In the finished level, players will battle several enemies and have to find their way through it.



Although not all the characters in the game are shown below, gamers can get an idea of how they'll look—especially if gamers are familiar with the comic book. McFarlane created a world full of different characters, bad and good. In the game, though, the bad apples are the ones players will face. After all, that is more fun. For more info on Spawn check out the comic or see:

<http://www.spawn.com>.



THE SPAWN
WORLD IN 3-D



STAR FOX⁶⁴

The 25th Century Fox Flies Again

Call it a case of better late than never. More than two years after Super NES owners were supposed to get a sequel to Star Fox, Nintendo has finally delivered; for a new system and with many a Super FX Chip in sight. But is this 64-bit update to the classic 3-D shooter worth the wait?

Well, fans of the original need not fear (and critics need not apply). Star Fox 64, like the N64 version of Mario Kart, stays true to the first game, except—to use an apt industry cliché—with more of everything. The game throws more enemies at you than just about any other shooter. And when you're not dodging enemy fire, you're zigging and zagging through caves, around asteroids and beneath crumbling buildings. The Bosses are as

huge and outrageous as before (not the least of which is the giant head of Andross you face at game's end).

Star Fox 64 packs 15 levels in all, and most have your Arwing battling along a predetermined path (although it was previously believed that your ship could turn around and fly back to the beginning of each level, this is not the case). Yet a few stages—the Boss levels especially—let you cruise around in 3-D freedom, sort of like the snowspeeder level from Shadows of the Empire.



Kaboom! Fox's Super Bombs come in handy when things get rough.

Landmaster, a hefty, high-speed tank whose jumpjets can rocket you into the air for brief, chasm-crossing spurts. Another level sends you on a deep-sea search-and-destroy mission in a one-man (er...one-fox) attack sub.

All three vehicles share the same basic capabilities. Kick on turbo for a boost of speed or slam on the brakes to avoid collisions. As in the original, the Arwing can perform barrel rolls to dodge enemy fire, but now it can fly



Multiplayer Mode's fun—even if the tiny screens are hard on the eyes.



When zigging and zagging just aren't enough, Fox can perform a barrel roll or loop to dodge fire.

Gamer's EDGE

Arwings For Everybody

Fox McCloud has apparently taken a cue from his kart-driving brother Mario. Star Fox 64 packs several Multiplayer Modes, which let between two and four players prove their Arwing-piloting prowess. The three modes are:

Point Match

Players compete to see who can be the first to destroy five enemy ships.

Battle Royal

Think of it as an airborne version of the Mario Kart Battle Mode. The last man flying wins.

Time Trial

Victory goes to the pilot who scores the most kills before the timer runs out.

Players can fly together in one of three sprawling arenas, which offer the same freedom of movement as the Boss levels.

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...dunk
you
very much!



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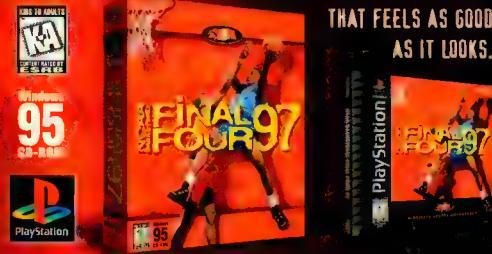
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Behind The SCREENS

Shake it up, baby



Each level has a hidden area. Some—like this one—are surreal.



Star Fox 64's two new vehicles—the tank and attack sub—make Fox lethal in the air, sea and on land.



Although it makes the game harder, you can switch to a Cockpit View.

loops and U-turns, too. The Arwing's guns have also been supercharged. By holding down the Fire button and sweeping your crosshairs across a wave of enemies, you can lock onto them and unleash ultrapowerful guided laser blasts.

Story-wise, Star Fox 64 isn't so much a direct sequel as it is a variation of the original game's theme. As before, the evil scientist Andross is besieging planet Corneria—home to millions of talking animals with weird metal feet. General Pepper, Corneria's canine head honcho, once again sends the Star Fox team out to battle Andross' minions. All the first

game's familiar furry faces are along for the ride, including wing-leader Fox McCloud (whom you control), Slippy Toad, Falco Lombardi and Peppy Hare.

The McCloud crew is much chaggier than they were in the first game. According to Nintendo, a third of the cartridge's memory is used to store digitized voice. So you can expect to hear your wingmen shoot their mouths off throughout the game. They'll call for help when under attack, for instance, or give advice when the heat gets extra thick.

You'd better keep a close eye on your wingmen, too. Each one brings a certain ability to the battle—an ability that's lost if he should be shot down. Slippy, for example, will analyze the Bosses and display their health meter when you engage them in combat. Peppy gives you advice during normal combat, telling you when to barrel roll or fly a loop. And Falco will lead you to the secret mission areas.

Each level has one of these hidden areas, which open when you complete certain objectives (and when Falco leads you to the area's entrance). For instance, to reach level one's hidden area—where you'll battle the Boss from the Super NES game's first level—you have to fly under several

archways, then protect Falco from an enemy squadron. In addition to these secret missions, you can also earn access to an ultra-tough Expert Mode, if you destroy enough enemies in each level.

Whatever secret missions you accomplish determine your path through Star Fox 64. Discover no secrets and you'll take the easiest, most direct route through the Lyt System. But once you complete a hidden mission, other, more difficult levels become available. And it's a good thing the game's so full of hidden stuff. Seeing as how it'll be a while until Nintendo's next N64 title (possibly Yoshi's Island 64, not due until at least the fall), Star Fox 64 will have to last. ■

Here's the good news: Star Fox 64 comes packed with the Rumble Pak, Nintendo's new vibrating peripheral. The catch? The pack-in pumps the game's price up to \$80, making it the most expensive first-party N64 title to date.

And despite rumors that the Pak would be compatible with Mario Kart 64 and Blast Corps, only Star Fox 64 takes advantage of its palm-shaking capabilities.



True to its name, the Rumble Pak shakes whenever you get baked by enemy fire, making it sort of a poor man's force-feedback device. The harder you get hit, the stronger the vibration. The Pak also hums to life when you punch your Arwing's afterburners. Sure, a vibrating joystick may sound lame—even a little naughty—but trust us: it's cool. The Pak's only drawback is that it slips into your analog stick's memory cartridge port and doesn't offer a through port. Rumble Pak-using games, therefore, cannot access memory cartridges (fortunately, Star Fox 64 saves your stats to the cartridge).

At present, Nintendo has no plans to sell Rumble Paks separately in stores, although you will be able to order them directly from Nintendo (they're expected to sell for around \$20). Two triple-A batteries power the Pak.



Your route to Andross is determined by how many secret areas you find.



And then there are the Bosses, now bigger than the original's. Learn their attack patterns to topple 'em.

PUBLISHER	Nintendo
DEVELOPER	NCL
THEME	Shooter
PLAYERS	1-4
% DONE	95%
RELEASE DATE	June
ALSO ON	None



They have been born of fire –
hopefully they won't melt.

CLAY FIGHTER 63 1/4



MARVEL POWERS
RP
CONTENT RATED BY
ESRB

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Wake-up attacks mean you're not defenseless when knocked down.



Voodoo's Snake Grab looks familiar. Hmm...maybe Scorpio can sue?



Each god's Hold attack will keep enemies right where you want 'em.



No pixelation here. Antialiasing makes even flyin' skulls look party.

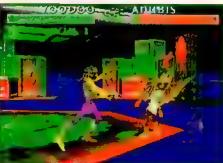
WAR GODS

Ten Gods You Don't Want To Make Angry

Let's be honest here. War Gods was an arcade flop. Few gamers played it (thanks to its limited distribution), and even fewer liked it (thanks to its less-than-spectacular gameplay). And this cold reaction was a surprise considering the hype surrounding the game, not to mention that Midway is famous for producing arcade gold, not garbage.

But to Midway's credit, they're trying to set things right with the home versions of their first 3-D fighter. For starters, War Gods is now 20 percent faster, not just in animation but in control response. New moves have been added, too, including combo breakers, a few counters and Wake-up moves (which are activated by holding Forward, A and B as soon as your warrior is knocked to the ground).

While both the Nintendo 64 and PlayStation versions benefit from these improvements, only the N64 game boasts the supercharged, antialiased visuals we've come to expect from the system. Projectile attacks—although they're still 2-D-looking bitmaps—no longer look as pixelated as they did in the arcade and



PlayStation versions. And the arenas look especially spectacular. The war gods themselves appear fairly faithful to the arcade original's motion-captured combatants, except for the occasional few frames of choppy animation (noticeable when one warrior throws another).

Since War Gods' debut in the arcades was preceded by a tidal wave of hype, most gamers are already familiar with its workings. Yes, the game is 3-D, but it plays like no other 3-D fighter out there. Instead, it adheres to the old-school fighting-game rules written by Ed Boon and John Tobias with their Mortal Kombat bloodfests (but then what would you expect of the first non-MK fighter from Midway?). War Gods' 10 warriors can perform uppercuts, just like in the MK games. They rely on a Block button, just like in the MK games. Their

special moves are of the Backward, Forward, High Punch, Low Punch variety, just like in the MK games. They gush blood when injured and can perform over-the-top fatalities, just like in...are we beginning to see the pattern here? The war gods can also perform combos, this time scoring up to 10 hits instead of the paltry eight or so maximum of the MK titles.

But that's not to say War Gods is without 3-D gameplay elements. Why, it even has a "3-D button" that lets you sidestep attacks and maneuver freely around the arenas. Hold this button while blocking and you can perform a leaping, sidestepping dodge. But these features cool or just gimmicky? Check the Review Crew section for a critical look. ■

Gamer's EDGE

Fatality Gallery

If you thought the fatalities of the MK games were over the top, wait until you see 'em in 3-D. Each of War Gods' warriors has a gruesome ender. Some are theatrical, with lots of camera switches and pans. Some are downright disgusting (our favorites). Here's a peek at a few fatal finishers.



PUBLISHER	Midway
DEVELOPER	Midway
THEME	Fighting
PLAYERS	1 or 2
% DONE	100%
RELEASE DATE	Now
ALSO ON	PlayStation



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Lara Croft, gaming's #1 cover girl

N64



The projectile attacks vary greatly. In this case, grenades do the job.



Sure, it's mean, but a blast to the back takes them to the ground.



DARK RIFT

Stick It To Your Enemy...Literally!

Do any Nintendo 64 owners want a 3-D fighter on their system? More than likely a unanimous "yes" comes from the thousands of N64 players who have been able to only play Mortal Trilogy and Killer Instinct Gold. Does Dark Rift have what it takes to please them?

Originally slated for the PlayStation, Dark Rift is soon to be released for the Nintendo 64. The weapon-based fighter, that plays similar to Soul Blade, has graphics and sound that are par for the N64 course—which is just fine with us.

There has been a strange event that caused an entire galaxy to explode. Its remnants (particles from the planets that once were there) orbit around the explosion. The cause of the explosion is known as the "Dark Rift"—hence the name of the game. Gamers need to gather the keys to unlock this Rift and obtain its special powers.



The throw attacks don't cause that much damage, but they look cool!



Slash right up the middle to ensure this demon doesn't propagate.

Dark Rift features 10 characters—two of which are secret. Each of them has his/her own weapon whether it's a spiked axe, a light saber-esque weapon or others. The Gamer's Edge takes a look at each of the characters and their respective weapons.

The characters in the game are polygonal with detailed textures giving each his/her own unique feel. One character in particular, Morphix, has an animated texture that brings him to life even more.

The lighting effects of the weapons and some of the special attacks have the same result as Star Gladiator on the PlayStation—one of serious power or at least the look of serious power.

The backgrounds vary, but all have an eerie mood. Of course, Dark Rift's characters each has his/her own arena.

The animation in the game was done by Ted Warnock and his team. Warnock has worked in traditional animation (like



Ren & Stimpy) before coming to the gaming industry. This may account for the fluid, realistic movement of the characters.

Dark Rift, like Soul Blade, lends itself to two-player action. This may be attributed to the use of weapons. After all, when gamers use a giant plasma gun or a large sword to clobber a friend, things tend to be more fun.

In One-player Mode, if gamers can finish the game in either Normal or Hard Mode, they will get to play as one of two hidden characters (one is shown to the right).

Check the Review Crew this month to see what the editors thought of the game. ■

Gamer's EDGE

The Characters

Dark Rift has eight characters to select from at first, with two more secret ones: after finishing the game. Here's a look at the eight main fighters and a character who could be hidden:



Niiki

Weapon: Spiked Hoop



Scarlet

Weapon: Sword and Shield



Zenmuron

Weapon: Samurai Sword



Gore

Weapon: Giant, Spiked Axe



Aaron

Weapon: Plasma Gun



Morphix

Weapon: Spikes of Light



Eve

Weapon: Light Saber



Demonic

Weapon: Poisoned Claws



????

Weapon: Spiked Hand

PUBLISHER	Vic Tokai
DEVELOPER	Kronos
THEME	Fighting
PLAYERS	1 or 2
% DONE	100%
RELEASE DATE	June
ALSO ON	None



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SATURN



You can't see Mega Man X because he's squashed under the big claw.



The early beta previewed here does not have all the special weapons yet.



Bombs hidden in the ice blocks can help you clear out blockaded areas.

MEGA MAN X4

10 Years With The Blue Bomber

It's been 10 years since the release of the original Mega Man on the NES. Now, Capcom is celebrating the Blue Bomber's 10th anniversary with the release of the newest games in the series, Mega Man 8 (for the PlayStation and Saturn) and the latest, Mega Man X4 for the Saturn.

The X series, as many of you might know, takes place in a future alternate time line in the Mega Man universe. The game play is the familiar style that we've all grown to love. It's a delicate mix of an action/side-scroller and a shooter. The style of play is nothing spectacular, really, but Capcom has managed to capture a magical formula that works particularly well. Everything from the unique weapons and enemies to the cute animation cries out fun!

The screen shots shown are from a very early version of the game. So far, we haven't seen any Bosses or any of Mega Man X's signature power-up weapons. But, we did get a chance to play as

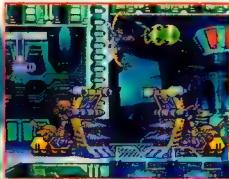


both X and Zero, the sword-slaying Strider look-alike. The controls worked without a hitch.

The levels also showed off the Saturn's sprite and background processing power beautifully. The screen often fills with bright explosions and menacing enemies, without a hint of slowdown. The backdrops are colorful and vivid. In the waterfall level, for example, you may find yourself surrounded by rushing water, both in the back and foreground. In the snow level, the screen may be so busy with a heavy snowstorm, that you may be amazed that you can see anything underneath. This was done on purpose, however, to add to the challenge and immersiveness of the game.



Mega Man X4 is, thank goodness, a 2-D game. Capcom decided to utilize 32-Bits of power to make the game look better, but the basic game is still there, as solid as ever. So here's to Mega Man's 10th birthday and his entrance into the next generation of video game systems. ■



PUBLISHER	Capcom
DEVELOPER	Capcom
THEME	Action
PLAYERS	1
% DONE	50%
RELEASE DATE	July
ALSO ON	See Sidebar

Behind The SCREENS

Mega History 101

It all started with Mega Man for the Nintendo (and Rockman, as he is known in Japan, on the Famicom). Here's a quick look at a few of the more notable games in the series (and you thought Capcom put out too many Street Fighter games!).

Mega Man 1-6 (NES)

Mega Man 7 (Super NES)

Mega Man 8 (PS/Saturn)

Mega Man XI-X3 (Super NES)
Rockman X3 came out on the Japanese PS and Saturn as well, but with new cinematics and improved music.)

Mega Man X4 (Japanese PS/Saturn, American Saturn, Sony Comp. Ent. of America)
Rockman X4 was made for the Japanese market and was never released in America. It was a 2-D game that used the 32-bit power of the Saturn to create a more detailed and colorful game. It was a success in Japan but didn't do well in America.

Rockman: The Wily Wars (Mega Drive)
This is the Japanese Genesis' compilation of MM 1 through 3 with improved graphics—seen in America as *Mega Man: The Wily Wars* on the Sega Channel only.)

Mega Man Soccer (Super NES)

Mega Man Battle & Chase (Japanese PS, B&C will probably not be coming out here. So far, SCEA will not give this game their approval.)

Eve Be Nimble, Eve Be Quick, Or Eve Be Sliced by Gore's Big Stick.



DARK RIFT

Dark Rift brings out the best in people. Eve works her butt off to turn Gore into a meaty pin cushion. Gore busts his gut to move Eve into the path of his axe. And you'll need your best, because Dark Rift gives it up. Dark Rift delivers more fight, more often with more speed than you have ever seen before. Check out Dark Rift for N64 or Win 95 and get flesh scorching projectiles, hyper quick ten hit combos, blazing frame rates and some very unpleasant surprises for the competition.

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N64



N64



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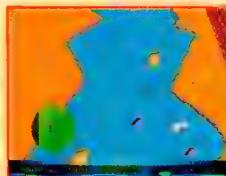
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SATURN



MASS DESTRUCTION

Learn To Love The Smell Of Hot Napalm

It hasn't been all that long since the last time we ran a Next Wave on Mass Destruction (*EGM* #89) but there have been some updates to make the game even better, so *EGM* thought it'd be nice to pass along the information.

The first preview pretty much covered what Mass Destruction was all about, but here's what has been added since then.

First, the game features more detail than the first version *EGM* received originally. Now the 3-D graphics look even more crisp than before.

Next, NMS Software has populated the levels with more buildings and other objects to blow up—for the mission objective or just for fun.

The game features three types of playing areas: the desert, the icy tundra and the urban jungle. Although the ice stages were mentioned in the last preview of Mass Destruction, no pictures

were available at that time.

This time around there are eight weapons to use against the hordes of enemies that occupy the levels in the game (last time there were a total of seven shown). Some include the standard shell, the flamethrower and the high explosion cannon, among others.

Of course missions have been added (whereas the version we played before only had a couple random levels) as well as mission briefings for each.

Players will be up against a rebel army plotting to take over the world or blow it up, and they have a few tricks up their sleeve to help them with this task (i.e., plutonium for a nuclear bomb).

Still included are the awesome reflections of explosions and buildings/bridges in the water. Small details like these are what make Mass Destruction really stand out.

To recap, for those readers who didn't have a chance to read the previous article, the basic idea of

Look above for a soldier bursting into flames after being shot—OUCH!

The tanks in Mass Destruction are not amphibious—stay under and die!



PUBLISHER	BMG Interactive
DEVELOPER	NMS Software
THEME	Action
PLAYERS	1
% DONE	80%
RELEASE DATE	June
ALSO ON	PlayStation

Mass Destruction is just that: Create mass destruction.

Gamers control one of three tanks, each with its own attributes. Once gamers choose their tank though, they use it throughout the whole game—or until they bite the bullet...literally!

The missions are similar to Soviet Strike in that there are various objectives to complete but with less of a serious agenda. In addition to the standard ones, players can take on bonus objectives for more points.

The scoring system adds depth to the game by giving players a chance to beat their own (or a friend's) score by completing the level faster or by taking out more troops, among other ways.

The graphic similarities to Return Fire are easy to see. The control is comparable as well, but that's as far as it goes. From what we've seen, Mass Destruction is complex but still "arcade" enough to be fast and fun. Check for it on store shelves the first half of June for Saturn and PlayStation. ■

Gamer's EDGE

Tank 1: Fast but as weak as a baby squirrel. Shoot fast and speed away for best results.

Tank 2: Slow as all hell but it has very powerful armor. Shoot fast and...uh...roll away kind of slow.

Tank 3: The speed is moderate and, you guessed it, so is the armor. Since it's in the middle, it's generally a good choice.

Select Tank



Jets and bombers send missiles and napalm especially for your tank.



Destroying sites—like the comm link above—takes care of objectives.



DUKE NUKEM 3D

The R-rated Hero Rocks The Saturn

Blue hedgehogs aside, Duke Nukem is the ultimate video game "dude with 'tude." He's a foul-mouthed, ultra-buff tough guy who knows when it's time to kick butt and when it's time to chew bubblegum (don't worry—he tells you early in the game that he's all outta gum). Now Saturn owners are getting their chance to kick butt Duke-style, well before PlayStation and N64 gamers can "come get some" (one of Duke's infamous catchphrases).

Duke Nukem 3D redefined the Doom clone when it appeared on the PC last year, and not just because Duke could jump, crouch, look around and soar with a jetpack—all abilities far beyond the reach of the average Space Marine. Duke's 30-plus levels are a far cry from Doom's dank corridors. They unleash players onto gritty city streets, where they'll explore skyscrapers, strip clubs, military bases, porn theaters, subways, movie sets and posh hotels. Ten of the game's levels are even set in space,



Yes, Duke's in a porno theater. No, that's not Pee Wee with the blaster.

where Duke will battle invading aliens in an orbiting station and lunar base. Tongue-in-cheek pop-culture touches pop up everywhere, giving the levels as much personality as the Duke man himself. And Sega plans on adding a few new, Saturn-specific levels.

Just as impressive as the level design are the weapons at Duke's disposal. The pistol, shotgun and RPG are nothing new to Doom vets, but the shrink ray, freeze gun, trip mines and pipe bombs revolutionize 3-D warfare. And while Duke's weapons are certainly more than up to the job of eliminating the game's alien



Intestines and eyeballs fly when Duke pulls out the big guns. Yuck!

baddies, they're best suited for another kind of prey—fellow human players. Sega is still not sure how the game will work with the Net Link, but at the very least

the peripheral will let players call each other for one-on-one deathmatches. Sega is also thinking about establishing a service that matches players with deathmatch partners, or even hosting six-player fragfests over the Net.

Duke is being ported to the Saturn by Lobotomy, the same team that created Powerslave. And the early levels we've seen play as smoothly as Powerslave, with none of the choppiness that dogs the disappointing Saturn ports of Doom and Hexen. That's good news, for sure, because if Duke's done right, it could easily be one of the Saturn's biggest titles this year. ■

Behind the SCREENS

Will Sega Censor The Duke Boy?

gamers can expect to see some skin.

On a side note, GT Interactive—which is porting Duke to the other consoles—also intends to keep the gore, strippers and swearing intact; at least for the PlayStation incarnation. In the Nintendo 64 version, on the other hand, GT will dress the strippers in T-shirts emblazoned with non-politically correct slogans. To make up for its tampering, GT plans to make the game extra bloody.



PUBLISHER	Sega
DEVELOPER	Lobotomy
THEME	Shooter
PLAYERS	1 or 2
% DONE	75%
RELEASE DATE	July
ALSO ON	PS and N64

SATURN



ALBERT ODYSSEY

The Super NES' Loss Is the Saturn's Gain

A

fter publishing the kick-butt strategy/RPG hybrid Dragon Force, Working Designs has decided to go back to the basics. The Redding, Calif.-based company's next game, Albert Odyssey, is a very traditional, menu-driven RPG—and one that just happens to look and sound pretty damn good, by the way.

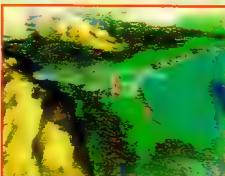
Albert Odyssey's graphics are sharp, colorful and more than a little cutesy. And if the game looks a bit Nintendoid, well, it ought to; Albert Odyssey, developed by Sunsoft, was originally planned as a Super Famicom game (as a sidestory installment in the Super Famicom's Albert Odyssey series), but those plans fell through and now the game's finding new life on the Saturn. This rebirth on a next-gen system means Albert Odyssey looks better than it ever could on Nintendo's 16-Bitter, of course, but the game has been supercharged in the sound department, too. Albert Odyssey boasts a fully



It may look *Secret of Mana*-ish, but Albert is as traditional as RPGs get.

orchestrated, often soaring musical score, making it one of the best-sounding RPGs ever.

Players guide Pike, a teenage orphan who was raised in a village of harpies after his parents were murdered by marauding beast men. Unfortunately, such attacks have become commonplace, ever since the tenuous truce between the world's warring tribes of monsters broke down. This truce was forged centuries ago by the legendary warrior Albert, and now Pike has decided to set out and discover why Albert's legacy has gone sour. Players start the game



The map is lush and plenty pretty—just like the rest of the game.

alone, but soon their party will swell to five characters—some human, some beasts (not all monsters are bad, after all).

Fans of old-school RPGs will find Albert Odyssey's gameplay instantly familiar. Travel through the world takes place on a 3-D map similar to the one in Dragon Force—except better looking, with transparent clouds and lush terrain. The game switches to an overhead perspective when the party enters towns or dungeons, and combat—which is turn-based—is handled in a side view (get used to the combat sequences, too, because battles pop up more frequently than they do in other RPGs).

Although the game relies on menus, they are icon-based, like the cross-shaped menus in Lufia and Wild Arms. And unlike most other Working Designs' offerings, Albert Odyssey contains very little voice and few cinematics. The translated text, however, is filled with Working Designs' trademark sense of very American



Holy-plus? Working Designs' humor is as American as ever.



Talk about depressing—your parents get whacked in the intro.

Behind The SCREENS

Why Albert Odyssey?

Working Designs has built a reputation for seeking out quality RPGs and strategy games from Japan and then translating them for Sega systems (but then fans of Iron Storm, Dragon Force and the Sega CD Lunar games already knew that). So what was it about Albert Odyssey that caught the company's eye?

"It's just that it was a true RPG," said Victor Ireland, Working Designs' president. "At the time we licensed it, there were none, and even in Japan there are very few. In Japan, the big deal with RPGs at the moment is action- or strategy-oriented hybrids. True RPGs like *Lunar* are hard to come by, because they've fallen out of favor."

Ireland explained that Japanese developers just grew tired of making RPGs that followed the tried-and-true formula. Still, the success of traditional titles such as Konami's *Suikoden* shows old-school RPGs aren't gone forever. "It is swinging back the other way a little bit," Ireland said, "because now you're starting to see more of the menu-driven, true RPG."

Of course, Albert Odyssey's gameplay wasn't the only thing that attracted Working Designs. "Its gorgeous graphics and awesome orchestral soundtrack made it really easy to appreciate when we first saw it. It was like, 'Hey, this is cool! Let's buy it!'"

humor (one character even gives a lesson in Ebonics).

Working Designs claims Albert Odyssey's quest will last between 35 and 50 hours. But you might want to take your time and make the game last until late summer, when Working Designs publishes its next Saturn RPG—this one more action-oriented—*Magic Knight Rayearth*. ■

PUBLISHER	Working Designs
DEVELOPER	Sunsoft
THEME	RPG
PLAYERS	1
% DONE	60%
RELEASE DATE	May
ALSO ON	None

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CAFE
CAFE

Pai Cha



Chan, Pat

Female
Dancing
5'6
108 lbs.
33/21/35
Sexi:
Hobby:
Height:
Weight:
B/W/B:
Blood type:
Date of Birth: 05/17/75
Country: Hong Kong
Fighting Style: Ensei-Ken



073



Virtua
Fighter 3

SEGA
FIGHTERS MEGAMIX

ELECTRONIC GAMING MONTHLY

ROSE CAFE

Play Along



Chan, Pai

Sex: Female
Hobby: Dancing
Height: 5'6"
Weight: 106 lbs.
B/W/B: 33/21/35
Blood type: O
Date of Birth: 05/17/75
Country: Hong Kong
Fighting Style: Ensei-Ken

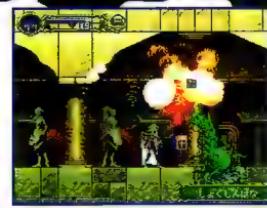


V73



FM

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CASTLEVANIA SYMPHONY OF THE NIGHT

Classic Gameplay In A 32-Bit World

M

etroid, Contra, Mega Man, Castlevania. These are a few of the all-time best games that were founded during the 8-Bit

era which have thrived on several platforms. These classics are revered by gamers and critics alike and often bring a tear to one's eye in fond remembrance. One by one, these games are making their way to the new generation of 32- and 64-Bit

Gamer's EDGE

More Than Meets the Eye

As if Symphony of the Night didn't give you enough with its numerous spells, special weapons and companions, it also offers you the chance to transform into various entities. In addition, each creature can gain new powers when you collect certain orbs.

The bat can fly (which allows you access to new areas), shoot fireballs and see in the dark (if you collect the proper orbs). The gaseous cloud will initially allow you to pass through gates and such, but it

systems. Castlevania: Symphony of the Night is the latest one; it is out now in Japan and will be coming out for the PlayStation in the U.S. fairly soon.

Symphony is the latest chapter in the long-running macabre story line about the famous Belmont family's attempt to destroy the infamous Dracula. In this installment Alucard (Dracula's son, who was recruited in Castlevania 3 to help kill his evil

will eventually be upgraded into an invincible weapon that does continuous damage to all enveloped in it. The dog has a lunging attack and a high jump (which will also allow you to get into previously inaccessible areas).

You can only be in a transformed state for a limited period of time, and if you are hit by an enemy, you will revert back to Alucard (unless you are in cloud form, in which case, you can't be touched).



pappy) is woken up from his self-induced eternal slumber to fight evil once again. Although Alucard (Dracula spelled backward, in case you didn't figure it out yourself) is the main character, you will eventually find a way to play the entire game from the start as Richter Belmont as well.

The game starts out with you reviving the final events that happened in Dracula X as Richter. After Dracula is killed, you find out that Richter mysteriously disappears. Soon after that, Castlevania mysteriously reappears out of season. Being that this ancient castle only appears once each hundred



The screen-clearing bomb is just one of the useful items in the game.



All of these glass containers hold a different weapon or power-up.

Behind The SCREENS



The beginning of the Symphony has you temporarily replaying (as Richter) the final battle from Dracula X.

playing a classic 8- or 16-Bit game that you've grown up loving.

Throughout Symphony, you can find tons of awesome features that may make you think this was as much a role-playing game as a side-scroller. For example, you can find a weapon for each hand (or wield one weapon and one shield) and wear different types of armor, rings, headgear, cloaks, etc. Everything can modify your various basic attributes, like Strength, Constitution and Luck, or they can



change how much damage your weapons can do. You'll also gain experience and raise levels as you progress, making you stronger and preparing you for the greater challenges ahead.

You, as Alucard, also have a powerful magic casting ability. As you gain spells, you can execute them by performing various controller motions. (Can anyone say "fireball?") By avoiding a typical RPG menu-driven system, Symphony can keep this a smooth-flowing action game.

You can also transform Alucard's physical state to help in offensive or defensive maneuvers or to help him reach normally inaccessible areas (see sidebar). Along the way, you may also find one of many companions. A fairy might tag along and resurrect you, if you find yourself say...dead, or she might cast a fire protection spell on

years, you realize that strange events are at work here. So you set off as Alucard to figure out what's going on.

To the delight of Castlevania purists (at least here in the *EGM* offices), Symphony of the Night has the same traditional side-scrolling action as found in the previous games in the series. The major differences are the better graphics and larger color palette and the inclusion of a (short) FMV intro. But it is obvious that the game designers used the PlayStation's power to enhance, but not change, the basic game at heart. In fact, once you look past the graphics, you might swear that you are



The "bouncy" diamond can be your best friend in small, enclosed areas.



You'll eventually learn how to play as Richter for the whole game.

you, if you are getting blasted too much by flame-tossing enemies. You may also call upon more offensive-oriented sidekicks, like a demon or a sword.

Be careful when playing through this game. Looks may initially be deceiving. We don't want to spoil anything here, but when you finally get your hands on the game, and it appears to end too quickly, try something else. You may end up being pleasantly surprised. (Hint: If you look at the screen shots on these two pages, you might find one in particular that has something strange going on in it. And we're not talking about the ability to play as



Richter in the game either!

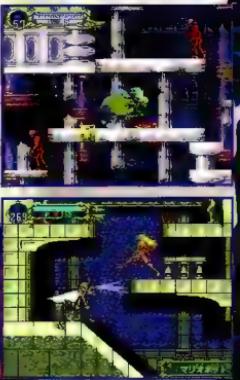
Being that we were so impressed with the finished Japanese version of the game, we can't wait for the American version. And if game companies continue to make sequels like they made *Symphony of the Night* (games do not have to have polygons in them to be good!), then we have a very bright future to look forward to indeed. ■



Lucky Japanese

The Japanese version of *Castlevania: Symphony of the Night* is called *Dracula X: Nocturne in the Moonlight*. Besides Japanese text, the game also comes with a *Dracula X* mini-comic and an art book chock-full of beautiful illustrations (some of the pieces you can see on these two pages faded out in the background), all done by artist Ayami Kojima.

Also packed in is a 75-minute music CD containing tracks from every Castlevania game (yes, including the Game Boy versions). Konami of America does not know if these bonus items will be included in the U.S. release, but it is highly doubtful. Don't forget, video game music CDs are a big thing in Japan, much more so than they are here.



Magical spells are done by doing Street Fighter-style moves.

PUBLISHER	Konami
DEVELOPER	Konami
THEME	Action/Side-scroller
PLAYERS	1
% DONE	75%
RELEASE DATE	August
ALSO ON	Nintendo 64

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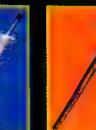


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PLAYSTATION

PUBLISHER	SCEA
DEVELOPER	Square
THEME	Fighting
PLAYERS	1 or 2
% DONE	75%
RELEASE DATE	3rd Qtr. '97
ALSO ON	None

Some say letter for having some for stabbing, but in Bushido Blade's eight weapons can slash you in one well-aimed attack. Although each of the game's six warriors can use any weapon, the more diminutive characters should stick with the lighter blades. Only the hulking stronger fighters have the muscle to wield the heavy weight weapons with speed and grace. Here's a look at Bushido's lethality hardware, listed in order of each weapon's weight:

Rapier
2.0 lbsSaber
2.6 lbsLong Sword
3.1 lbsKatana
3.3 lbsNodachi
4.2 lbsNaginata
4.8 lbsBroadsword
9.0 lbsHammer
10 lbs

BUSHIDO BLADE

Slice, Dice And Die Really Quick

B

ushido Blade—the second fighter from Square—decapitates most of the time-worn conventions of the fighting-game genre. It does away with life gauges, time limits and 10-hit combos. It gives players the freedom to not only roam its sprawling arenas, but to interact with them, as well. And, most refreshing of all, it's the first fighting game in which combat can begin and end in two hits—you hitting your opponent and his mortally wounded body hitting the ground.

Realistic combat is what this weapons-based brawler is all about, thanks to Bushido's unique body-damage system. Damage is recorded on your fighter's arms and legs, torso and head, instead of on the traditional life meter. Slash an enemy's leg, for instance, and he'll crumble to his knees, unable to stand for the rest of the fight. Stab an arm and it'll hang limply to the opponent's

side, degrading his performance big time. And if your weapon should pierce a vital organ, such as the heart or brain, then your opponent tumbles lifelessly to the ground and it's game over, man. Fights can therefore end seconds after they begin. Not exactly Soul Blade, is it?

But Bushido Blade's innovations don't end at its damage system. Each arena is enormous, and by holding the L1 button and using the D-pad, players can run about in complete, 3-D freedom. (There's even an option to link two PlayStations so that players can pursue each other in a first-person perspective, sorta like a Duke Nukem 3D with swords.) Each of the arenas, all set in and around a castle in feudal Japan, have multiple levels. They also have obstacles, such as trees and tombstones, that players can duck behind and use as impromptu shields from enemy attacks. (Keep in mind, though, that the thin bamboo trees won't shield



Tap the Select button to surrender when you can't stand no more.



Link two PlayStations for some first-person, deathmatch mayhem.

you from an opponent's slashing charge. Can you say, "Timber"?

Bushido Blade gives players six fighters to choose from, all with the same basic moves. It's the game's selection of eight weapons that gives these warriors their more specialized attacks (see sidebar). Each warrior has three offensive stances—high, medium and low—and each stance has its own attacks. These are usually of the press-a-direction-then-tap-a-button variety (although you have to muck about with the R buttons to jump or launch secondary weapons such as shurikens and daggers). The fighters do have combo attacks, but few do more than two or three hits.

Besides its two-player Duel Mode and a survival game that pits you against 100 ninjas of increasing skill, Bushido offers a Story Mode, which uses in-game cinematics to tell of your character's quest to leave Kage, a mysterious assassins' guild. Unlike in other modes, your damage—in the form



Injuries stay with you in Story Mode. Note the bloody bandages.



Fighting dirty may be fun, but cheaters get lame-o endings.



Timber! Wild slices in the bamboo jungle will turn trees into firewood.

of slower responses and blood-soaked bandages—carries over to future battles during the story.

The bloody bandages are the only signs of carnage you'll find in Bushido Blade. You can run people through and hack limbs all day, but you'll never see drop one of the red stuff. But then, this game isn't about MK-style mayhem. It's about the subtleties of weapons combat, the dance of party-thrust, party-thrust. Of course, you don't need fatalities when one hit can be fatal. ■



三國無双

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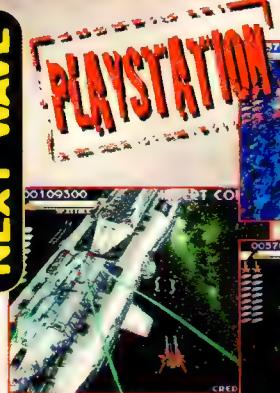
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While in orbit, gamers will be bombarded by enemies and debris.



One ship taking on an entire fleet? Sure, it seems crazy, but it's fun.

RAYSTORM

A Storm Is Brewin' On The PS

The olden days of shooters that caused gamers' hands to sweat because of the intense action are about to return—in one game at least. Spaz

Games, a division of Working Designs, makes their PlayStation publishing debut with RayStorm.

In the future when space travel is commonplace, colonies start and prosper on other planets. To maintain order, Earth lays down martial law. Many of the inhabitants of the colonies revolt and plan to take back control.

The revolution turns ugly and the leaders of the revolt want to destroy Earth, after removing all of the people from it.

A special attack force was formed within the revolutionary community just in case this happened. After all, they can't just go around destroying planets. So, it's one gamer against an entire fleet.

These gigantic odds are what shooters are all about and are what gamers can't help but love.



Is that the ship from *TigerShark*? Most of the bosses are hard kills.



Electrical feelers can really wreak havoc in mechanized enemies.



Enemies go deep into the backdrop just asking for a missile.

RayStorm features two modes of play: Arcade Mode and Extra Mode. Arcade Mode gives players the opportunity to play RayStorm as it was in the arcade, while Extra Mode gives players a chance to go against even greater odds and see some enhanced graphical effects.

All of the graphics are polygonal—even in the cinemas. The hi-res look of the game could very well be the best graphics on the PlayStation in a while. There is no weird polygon breakup at all. Along with these great graphics come lighting effects to die for—explosions never looked so intense!

The game features huge Bosses with multiple hit areas. For example, the first stage Boss, a large spider-type vehicle, has different segments and legs that explode and blow off if hits are concentrated on them.

After each level, a percentage meter appears letting gamers know how they scored. By hitting

more enemies, a higher hit percentage is achieved, thus a higher score. If players use lock-on missiles to take out the ships, then this percentage is higher.

Ray Storm also has large background effects that players can blow up. In one level, large battleships can be destroyed by locking on and shooting them with missiles. Even though they're far in the distance, the ships explode. This can increase gamers' scores.



Power-ups are a must in later levels. Use lock-ons for the big ships.

Gamer's EDGE

Why RayStorm on the PS?

EGM recently had the opportunity to ask the President of Working Designs, Victor Ireland, why they've decided to start making games for the PlayStation, specifically why RayStorm. Here's what Victor had to say:

"RayStorm is a hot shooter. We originally tried to get Layer Section, but missed the license by only a few days to [Acclaim], so when we heard about a sequel, we knew we had to get this one. The title just happened to be on the PlayStation which was fine. We started seeing the change of attitude toward RPGs at Sony and thought RayStorm would be a good way to become an active publisher with Sony—a way to test the waters for more active publishing with Working Designs titles."

Victor Ireland mentioned that Working Designs will be making plenty of shooters for Saturn owners as well.

The sound effects are electrical with plenty of speaker-thrashing explosions and hearty laser effects. The soundtrack is fast-paced, perfect for a shooter.

First released in Japan by Taito, RayStorm is a sequel to RayForce (aka Galactic Attack on the Saturn). ■

PUBLISHER	Spaz Games
DEVELOPER	Taito
THEME	Shooter
PLAYERS	1 or 2
% DONE	85%
RELEASE DATE	May
ALSO ON	None



The Bosses can be taken out piece by polygonal piece, with much in-

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LAST-MINUTE UPDATE



We have very little on this coin-op as of press time. In fact, we got these screens just in time for a last-minute update! Bio Freakz from Midway is due out sometime later this year, and it appears you can choose from several different "freaks" (imagine that!) such as a funky-looking clown, a couple different large, armored robots and a few hot chicks with big guns! Your characters will also have the ability to fly!



The game does look somewhat like War Gods, but better.



Whoah! It seems like Apocalypse gave Akuma a major makeover!

Just when you thought the world was safe from crossovers...as of press time, X-Men vs. Street Fighter has really hit stride. When it came out late last year, it was received well, but not hugely popular. But as time went by, kids realized that any game in which you can juggle someone 100 percent did have fun points, and it's being played more than SF3 or Tekken 3 in some arcades. Welcome to part two. In this one we have all the characters from Marvel Super Heroes including Spider-Man, Omega Red, Captain America and more, mixed with some new SF characters to the engine such as Sakura and Dan. This game will have 17 characters in all, not including the funky Japanese comedian that probably won't show up in the U.S. version. The animation is all the same, so the best part here is having all of the awesome MSM guys to choose from!



M2

World Championship Racing from Studio 3DO is a combination of intense, easily accessible arcade driving action with all the detail of a realistic simulation. You are strapped into the seat of a sleek, high-performance Professional Sportscar Racing (former IMSA) car and pitted against other drivers in a

completely 3-D polygonal racing environment. What does that mean? Well, it's the M2! We're talking kick-ass graphics and a hell of a lot of attention to detail. The game features an incredibly realistic car physics model, varied artificially intelligent opponent drivers, four different camera views, one training and four competition tracks, spectacular crashes that result in realtime car damage (affecting your car's performance), choice of car components such as changes to your engine, chassis, gearing, transmission, tires and spoiler, plus 3-D sound!



Car damage actually affects your car's driving performance!



SPORTS

F1 POLE POSITION

UBI Soft revs up the first realistic Nintendo 64 racing game

F1 Pole Position is the first true racing sim for the N64. While Mario Kart 64 and Cruis'n USA had some good racing excitement to offer (Mario Kart 64 more than Cruis'n) it's just not the same as the Formula One racing experience offered in F1 Pole Position.

Looking similar to Psygnosis' Formula One, Pole Position takes the racing experience a step further with greater gameplay and overall superior graphics. The traditional formula cars are piloted by any one of several non-licensed drivers (that represent real ones), for example Alesi is Jalesi, Hill is Dill, etc. Sixteen circuits across Europe and Asia provide the challenging yet easily adaptable racing tracks. Of course, the best thing about the game is the high-polygon count coupled with a fast frame rate. The rendered cars look great and carry

several different team paint jobs and logos. Also worthy of mention is the excellent lighting and weather effects present in the game especially on the longer courses. While variable weather options can be selected from the Prerace Menu, often the bad weather occurs in the middle of a race. Thick fog, overcast skies or rain showers can hit the race at anytime forcing players to head for the pits for a tire change or wing adjustment.

Car control is exceptional using the Nintendo analog stick, but works just as well using the digital pad.

Players may choose from seven functional views at any time during the race, which comes in handy especially when variable



The awesome processing power of the Nintendo 64 is the best thing to happen to console racing simulations in a very long time.

weather makes it hard to see the track ahead. The only downside to the game is its lack of a Two-player Mode which seems unusual in this day of multiplayer gaming, plus there is a bit more pop-up than would be expected from an N64 game.

Still, as the only authentic racing sim to be released for the N64 to date, we're not complaining one bit.



SYSTEM	RELEASE DATE
THEME	July
PUBLISHER	UDI Soft
PLAYERS	1-4
SIZE	70%

Notice that the tires actually appear to be round rather than octagonal, a symptomatic problem many 32-Bit racing sims suffer from.

NASCAR 98

EA's new sim could solidify them as king of the racers

Mith stock car racing becoming more and more popular, it's only natural that gamers would want a console equivalent to create their own racing excitement. EA answers that call with what looks to be this season's front runner—NASCAR 98.

Looking reminiscent of the stock car portion of last year's Andretti Racing (also by EA), NASCAR 98 is fortified with 24 officially licensed drivers and their brightly colored cars. Eleven of the 17 tracks are licensed including standbys like Darlington, Sears Point and several others. Some hidden tracks are included as well.

Created by Stormfront (the same guys who

did Andretti Racing), it's a pretty good bet that this sim will be just as fun to play as Andretti. In fact, with options such as weather variants, adjustable vehicle physics, real motor sound and individualized driver AI, NASCAR 98 may be even better. Another improvement over Andretti Racing will be the option of having several other cars included in a two-player duel.

Even at this stage of development, NASCAR 98 looks like a great sim.



A new trend in racing is the use of fluorescent paint jobs to get the cars noticed; look for the same treatment in NASCAR 98.

SYSTEM	RELEASE DATE
PlayStation	October
PUBLISHER	SIZE
EA	CD-ROM
PLAYERS	% DONE
1 or 2	70%

WORLD SERIES BASEBALL '98

Sega pins its World Series pennant hopes on 3-D

Sega's World Series Baseball is the reigning champ of 32-Bit baseball games—at least when it comes to fun (and isn't that what counts?). What this series of titles lacked in options and in-depth strategy was easily made up by the sheer fun and simplicity of the games.

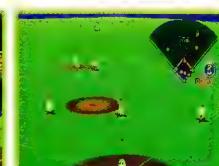
The biggest (and most obvious) change in the latest World Series is that it is now entirely 3-D. The 2-D players that once were the mainstay of this popular baseball game have been replaced with fully rendered players. This change could benefit the game tremendously by allowing the players to animate more realistically, in addition

to offering numerous camera angles. It will be interesting to see if this transformation to a full 3-D game will hamper or change the excellent gameplay this line of games has traditionally offered. So far, no fully 3-D baseball game has been quite able to muster fast, fluent player animation that ultimately translates in a realistic game. Hopefully, this one will deliver.

If Sega manages to marry these new 3-D graphics to a game that plays as well as previous games in this series of titles, World Series Baseball '98 will no doubt be a hit just like its predecessors.



Several camera angles are offered from which to view the action.



The blue pitch placement box on the left side of the picture is one of the new features in this edition of World Series (above).

SYSTEM	RELEASE DATE
Sega	July
PUBLISHER	SIZE
Sega	CD-ROM
PLAYERS	% DONE
1 or 2	N/A

VR BASEBALL TIP

9

LAY DOWN THE PERFECT BUNT AND
SQUEEZE THE RUNNER HOME WITH
SIMULTANEOUS BATTER AND
BASERUNNER CONTROL.



Officially Licensed by
Major League Baseball® and
Major League Baseball Players
Association™



Check out VR Baseball '97 at www.vrsports.com

Check out the official Major League Baseball™ web site at www.majorleaguebaseball.com



MAINTAIN CONTROL

NEW! VR BASEBALL™ '97.

MORE CONTROL THAN ANY OTHER BASEBALL GAME!

VR Baseball '97 is the next generation baseball game that lets you control both the batter and baserunners simultaneously. Hit and run, tag up, steal, stretch out a double or execute a squeeze play. VR Baseball's completely new, easy-to-use controller design provides total bat control for power, contact, bunt and pull-hitting as well as control over pitch selection and speed with unlimited pitch locations. You can even control a real 3-D camera that lets you play from any position or angle because VR Baseball has a true 3-D engine.

After 3 years of internal development and a total commitment to quality, VR Sports delivers a winning roster for the '97 season:

 Virtual FieldVision™ technology creates an immersive, ultra-realistic, gaming environment that lets you play the game from any view or perspective. You can even play from the ball's view if you don't mind getting knocked around.

 Four uniform options per team including updated colors and team logos for 1997. Plus, four play options and three difficulty settings for the skill level most challenging to you.

 Instant access to pitch selection, speed and control for unlimited plate locations without menus. Total bat control for power, contact, bunt and pull-hitting without tipping your hand to your opponent.

 Super-fast Season Play mode with top 10 or full stats. Plus, mid-season All-Star voting and game.

Plus, a true physics model controls velocity, rotation, gravity and air friction for true flight, bounce and roll for varying surfaces like Astroturf, grass, dirt and fences.

VR Baseball '97

Try it. It's new. It's different. You may never go back to your old game again.



Total control over all aspects of game play including simultaneous batter and baserunner control.



Play baseball in a true real-time 3-D world with unlimited 360° views and motion captured polygon models for all players.



Updated stats, rosters, uniform styles, logos and inter-league play with a real-time in stadium scoreboard and big screen in stadium television.



Over 700 Major League Baseball® Players and 28 3-D Major League Baseball® stadiums including three new stadiums: Atlanta, Anaheim and Oakland.

VR
SPORTS™
The Difference Is Real.™

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COMING SOON!!

NHL POWERPLAY '98

Virgin hopes to shoot and score with their second Powerplay attempt

To many hockey fans, NHL Powerplay was one of the pleasant surprises to hit 32-Bit platforms last year. With its good graphics and competent gameplay, it held its own with EA Sports' and Sony's hockey offerings.

Arriving on store shelves in September, NHL Powerplay '98 is still in its early stages of development. Even so, the 3-D graphics in the game

are looking quite impressive—hopefully they will move and animate just as well. To help facilitate this, Virgin is using motion-capture technology to make things as realistic as possible.

NHL Powerplay will provide a variety of options and features, but the one that many

NHL Powerplay's detailed 3-D graphics should make for some interesting close-up replays (right).



purists will be glad to see is the age-old hockey tradition of fighting. Once you're bored of brawling however, Powerplay will include features such as extensive star tracking and the creation and trading of players. At this stage of development, Powerplay looks nice and the feature list is robust. It'll be interesting to see if this formula translates into a great game.



In this early stage of development, NHL Powerplay's 3-D graphics are looking very impressive.

SYSTEM	RELEASE DATE
	September
PUBLISHER	SIZE
Virgin	16 MB ROM
PLAYERS	% DONE
1-8	N/A

REEL FISHING

Natsume reels in Japan's most popular fishing game

Fishing games are big business in Japan, and Natsume is quick to point out that they are reeling in the most popular one to U.S. shores. Known as "Fish Eyes" in Japan, Reel Fishing is a one-of-a-kind fishing title that offers much more than the name suggests.

Obviously, the main objective in this game is to catch fish. There are many tools available to help your cause consisting of multiple rods and reels (in addition to numerous lures). The

notable thing here is that after you catch the fish, they can be deposited into your personal aquarium, if you so choose. Once they are put in the aquarium, you can feed your new-found pets and watch them grow (maybe the game should have been called SimFish). Regardless, this is not your typical game. If fishing is your thing, or you're looking for a game unlike any other, Reel Fishing may be real tempting.



You can do many things in your house such as look up information on different fish or even look at the aquariums along the wall on the left.



SYSTEM	RELEASE DATE
	July
PUBLISHER	SIZE
Natsume	16 MB ROM
PLAYERS	% DONE
1	80%



After the lure hits the water, the game switches to an underwater view, allowing you to watch as you reel in your unsuspecting prey. Poor fish.

Current Favorites:

Kraig Kujawa - ISS Soccer 64 • ShootOut '97
 Dean Hager - Goal Storm '97 • F1 Pole Position

Sporting Game Reviews**FIFA 64 • NINTENDO 64 • EA SPORTS**

Kraig Kujawa
 I really had high hopes for FIFA 64, but they were dashed once I played this title. FIFA is chock-full of options, real teams and players, but it doesn't have well-rounded gameplay. The control over the soccer players is imprecise and confusing. Much of this is caused by players who look nice, but animate quite badly. There are some nice (but useless) features using the NG64's power such as the "picture-in-picture" camera which allows you to view two camera angles at once. If you want a good soccer game, wait for Konami's SuperStar soccer.



One would think making the jump to the 64-Bit world would be good for the FIFA Soccer series. Well...I have the same complaints as I had for the latest 32-Bit FIFA plus a few more. There is way too much emphasis put on options and details and not enough on gameplay! Moving around the field seemed slow and unresponsive while actually going up against opponents was painful. Also, the Blur Option is overused, making the field and players much too fuzzy. This is still a competent sim—it's just that we expect better from EA.

Dean Hager

TRIPLE PLAY 98 • PLAYSTATION • EA SPORTS

Kraig Kujawa
 Never has a baseball game delivered so complete a package of features and options than Triple Play 98. From in-depth statistics to a fabulous "Create-a-player" option, this game has it all—except for great gameplay. Triple Play sports incredibly detailed 3-D baseball players, but the problem is that the frame rate of the game is too choppy. This makes the game feel overly sluggish and sometimes not too fun to play. There are other flaws, but this is the most evident. It's too bad, because with a little tweaking, this game could have been awesome.



Triple Play 98 is a good example of how 32-Bit sports games have become very in-depth. Options galore, stats on stars and 3-D polygonal players all contribute to the complexity of the game. The question is: Do we really need so many "peripheral" details when gameplay is all that really matters? Triple Play 98 could have done without a lot of the bells and whistles and put a little more energy into the "fun factor" as I like to call it. At times the screen is so filled with windows and text that playing becomes too complex.

Dean Hager

GRAND SLAM • PLAYSTATION • VIRGIN

Kraig Kujawa
 Grand Slam is one of the oddest baseball games I've played in awhile. It's a title that is in direct contrast to EA's Triple Play because it lacks the snazzy options and graphics, but is a fun game to play. One of the best things about Grand Slam is that it offers some innovative gameplay elements. The batting meter allows you to control the amount of power in your swing by holding down the button, and the pitching interface resembles something ripped from a golf game. If you don't mind the lack of features, Grand Slam is definitely worth a try.



This baseball sim is a good mix of nostalgia, gameplay and basic graphic quality. While it has a few problems (such as some fielding glitches and sound skipping), it makes up for them by being darned fun to play. First of all, the game in general moves quickly. Baseball sims can get boring when they're too slow, ya know! Not using polygonal players helped facilitate the game speed issue. Secondly, the batting and pitching power meters increase the level of control players experience. Simply put, this one is just a whole lot of fun to play.

Dean Hager

NBA LIVE 97 • SATURN • EA SPORTS

Kraig Kujawa
 The Saturn's lineup of basketball games has been incredibly weak, and this title doesn't help the situation. At the risk of sounding like a broken record, the Saturn version of NBA Live is very much like Triple Play: The game has excellent features and options, but lacks crisp control and gameplay. The graphics are also a concern, as the players look and move sloppily. It appears that they are sliding across the court, making the action look silly. It's too bad that NBA Live plays so badly, because it has the depth that so many Saturn sports games lack.



Ouch! Everything else aside, the graphics on this game are not good, especially when compared to the PlayStation version. If you can get past the appearance (good luck) things get a little better in the gameplay department. Yet, even the player animation skips around a bit too much. Losing sight of your player in the "chunky pixel soup" is a common occurrence. The depth of the game is fine with numerous options, views, substitutions, etc. It's just that Live's graphics and gameplay are too damaging to the game as a whole.

Dean Hager

LETTERS TO THE EDITOR

Interface gives you the chance to praise, gripe, ask, speculate or simply reflect. *EGM* will discuss some of today's top issues in the video game industry. You can reach *EGM* by writing to:

Interface, Letters to the Editors
1920 Highland Avenue, #222
Lombard, IL 60148

or, you can send e-mail to:

EGM-Mail@xd.com

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Boulder, CO 80322-5722

Note: *EGM* cannot and will not personally respond to any letters. We reserve the right to edit all correspondence for space and grammar purposes.

ONCE AGAIN, IT'S APRIL FOOL'S TIME AT EGM!

Dear *EGM*,

Your April Fools' joke this year was pretty convincing, and I have to admit even I fell for it. The Neo-Geo 64 and Samurai Shodown 64? Come on guys, you can do better than that! Being an avid Neo-Geo fan, I tried to find the article, but it wasn't there, so I immediately knew it was your joke. Better luck next year, and try not to make it so obvious.

goku-san@juno.com

Sorry, Neo-Geo 64 (and Shodown 64) is the real deal. It was on page 79 in the April issue (#98), by the way.

Dear *EGM*,

I have a pretty good bet that the joke is Armadillo Racing [also on pg. 79]. I don't think Namco would make a game of armadillos trying to avoid heart attacks.

Alex Mitchell

WaRxDooBie@aol.com

Well, actually...they would.



EGM witnessed Armadillo Racing in all of its ultrasmooth action at this year's AOU show.

Dear *EGM*,
I think your April Fools' joke is in the Coming Soon section. In June, Resident Evil is coming to the Saturn???

Doug Lee
Wichita, KS

Capcom says the widespread PlayStation hit should be coming to the Saturn this summer. Saturn owners should be pleased that you are wrong on this one, Mr. Lee.

Dear *EGM*,

I found your April Fools' joke. It's on pg. 20 (about a top comedian being a hidden key character in Capcom's upcoming Marvel Super Heroes vs. Street Fighter). It's all a hoax! Besides, Capcom already has a joke character; his name is Dan.

John Lamb
Marietta, GA

Sorry again. That is all real too. Very funny comment on SF Alpha's Dan...Sushi-X and the rest of the *EGM* staff agree with you whole-heartedly.

Dear *EGM*,

Ho ho ha hee,
Your joke is apparent to me.
Page 115 as you can see,
That's where the joke may be,
2 days and 3 nights is a fight,
But 3 days and 2 nights is what's right,
So what do I get for this stupid rhyme?
I hope this e-mail got to you on time.

Joel Alambra
shokwave@ix.netcom.com

Wow! We are thoroughly impressed that you found that tiny missprint in the WCW contest's legal text. But alas, it is not the April Fools' joke. And we think that you have a bit too much time on your hands.

AND THE 1997 JOKE IS...

Dear *EGM*,

I'm going to go out on a limb here and say that your little Sheng Long Street Fighter III news is your April Fools' joke. At first, I didn't think you'd try it again (remember the uproar you guys caused five years ago?), but Sheng Long being born on April 1, 1941? I don't think so! So what's the story? Don't make me look bad here...

Jason Sussman
jassuss@umich.edu

Congratulations to you and the few others who figured out our April Fools' joke. As many of our long-term readers may remember, this is our second Sheng Long trick (the first was in issue #33, April 1992). Here are some of the other interesting comments we've received.

Dear *EGM*,

Once again Sheng Long is the April Fools' joke. You did a nice job of integrating him into a game which nobody has seen on the street, so I must commend you. I must

TOP 5 GAMES WE WANT TO SEE AT E3

5 Tomb Raider 2
PlayStation/Saturn
Eidos Interactive

4 Duke Nukem 3D
PSX/Saturn
3D Interactive/Sega

3 Castlevania: SotN
PlayStation
Konami

2 Resident Evil 2
PlayStation
Capcom

1 
Zelda 64
(and the 64DD)
Nintendo 64
Nintendo

Letter of the MONTH

WELCOMING TO THE NEW AGE OF GAMING

Dear *EGM*,

It seems that a number of gamers are complaining, "I just bought a PlayStation and Sony is already making the PlayStation 2!" A lot of people are upset because they just shelled out two or three hundred dollars for a system that will be replaced in two more years. I say to these people, "You have nothing to complain about!" The video game industry or any other form of technology is constantly advancing; it's the nature of the business. The big companies like Sony, Nintendo and Sega look for bigger and better ways to keep their gamers happy. If they didn't, we would all still be playing Pong! Now, Nintendo and Sony are releasing upgrades for their systems—the 64DD and Type C respectively, which I will view as welcome additions to the systems...hopefully (let's not have another Sega CD/32X traps that I was one of the unfortunate victims of). It's our responsibility as consumers to do research and make informed choices as to where we spend our money. I feel there are no limits to how far the technology will advance. Imagine playing NBA Live '05 on the PlayStation 3 that looked like a game on TNT! The gamers will be the winners in the end because we'll have better systems and games. If not, we can play our old 32-/64-Bit systems into the next century (someone out there is still probably playing the Atari 2600 today, YIKE!). This hobby of ours is definitely going to cost, but we all knew that going into it. As long

as the games keep getting better, I'll gladly part with my money. We should welcome the new technology, not run away from it. So when you go to get your PlayStation 2, I'll probably be the guy at the front of the line.

James Prescott
jdp0740@garnet.acns.fsu.edu

It's nice to see some optimism when it comes to talking about the upcoming systems! The reason why many do not share your enthusiasm is because of limited budgets. When we do spend \$200 on a system, we want to see it supported for more than a couple of years. Sure it's an exciting hobby, and we at EGM are very lucky to have access to every piece of gaming equipment available. But we consumers cannot help but be upset at some of these shorter-term consoles. Just have faith that the companies' intentions are good, and they are out to promote the long-term growth of the industry.



Congratulations
You win an
INTERACT
Control Pad for
the Saturn,
PlayStation or
Nintendo 64.
(your choice)

**TWO PLAYSTATION YEARS
EQUAL 80 HUMAN YEARS!**

Dear EGM,

When the electronics giant Sony came out with the PlayStation, I fell in love. I bought it on day one. Now almost two years later, this machine is no good. I called Sony, and they told me that there is a defect in the disc drive that causes the video and audio to skip. So I asked them, "What are you going to do about it?" They told me to send them a hundred bucks, and they'll have it back to me in about three weeks. I declined. I went back to the Electronics Boutique (where I bought the PlayStation) and asked the clerk if he knew what the problem might be. He told me about the same defect and said he has gone through *eight systems*. Yes, eight. Meanwhile, he told me to turn the system upside down and the problem might stop. In the next few

weeks, I talked to many people on the Web who have had this same problem. It is a defect in the machine, and I would like to know what Sony is going to do about it.

David Bressi

Shamokin, PA

We've already covered this back in the September 1996 Interface [issue #86]. Lately, we've been seeing a resurgence of letters complaining about defective PlayStations, so we feel that this subject is worth looking at again. The original machines may be reaching an old age (almost two years old) where things aren't working like they used to. Despite what you said in your letter, Mr. Bressi, Sony has "officially" attributed the skipping problems to overheating (due to the consumer using the machine for too many hours at a time or the consumer placing the unit in a poorly



So, is SEU's Sheng Long real... or not?

INTERFACE

ventilated area). What is Sony going to do about it? Nothing but make new PlayStations. Since Sony does not believe the skipping problems are caused by a product defect, they do not feel obligated to fix it for free once the 90-day warranty expires. The new batch of PSes apparently dissipate heat better and should have fewer woes. We didn't find overheating to be the cause of the old PSes' problems (if overheating was indeed the culprit, why would turning the machine upside down solve 90 percent of the problems?). Some old PlayStations' CD lenses become loose after time. Turning the system over or tightening a screw inside (which we don't recommend you do) usually fixes this problem. The new PlayStations have a different CD lens assembly. We haven't seen or heard of any problems with these...yet. So the newer PlayStations should be OK (let us know if you have any problems with them), but if you have an old, skipping one, the only option you have is to call 1-800-345-SONY and ask for (and pay for) help. The friendly service reps there will offer some suggestions (like unplugging the system when not in use, or not cleaning the lens) and give you an address, and a price, for you to send your PS in for repairs.

DELAYS AND DELAYS

Dear EGM,

I read in your July 1996 issue that GT Interactive would be bringing out Duke Nukem 3D by December of 1996 and Quake by the first quarter of 1997, both for the PlayStation. I have written and spoken to Sony and GT Interactive several times; both companies have stated to me that there are no plans for these game to ever come out for the PlayStation! Now, I just read in your April 1997 issue that Duke 3D will be coming out for the Saturn in the third quarter of '97 and will be made by Sega. Will you guys make up your mind on whom and when this game will be coming out? I suggest that you get your facts straight before getting us hardcore gamers all worked up.

Raphael Martino
Campbell, CA

It never ceases to amaze us when certain readers get upset at our magazine when game companies decide to delay projects or change release dates—things EGM obviously has no control over. But our readers are always the first to get the most updated information around, and here it is: As of this writing, GT Interactive is planning on bringing out Duke Nukem 3D for the PlayStation and Nintendo 64 around November of this year. Sega is planning on an earlier July release for the Saturn Duke 3D. Quake's release dates are currently on hold. Sega will be bringing out the Saturn

version at some point in the future. GT Interactive will be doing the PS and N64 versions. There is a very slight possibility that the PlayStation Quake may not happen. The inside word is, Sony's machine may not be powerful enough to handle Quake's powerful true 3-D engine, which is strange considering that the PS (in general terms, mind you) has better 3-D capabilities than the Saturn (and work has already started on the Saturn Quake).



Why do some readers get upset at EGM when game companies decide to delay their products? It's not our fault! We can't help it!

A LITTLE TOO LATE

Dear EGM,

In issue #92, on page 110, you have a list of the Top 5 games that look good...but aren't. Two weeks before I read that, I bought Myst. Why didn't you say something earlier?

Zeb Benham
pantheon@webtv.net

Sorry about that! All we can say is that maybe you should get a subscription so you can get your EGMs sooner (hint hint!).

RETRO GAMER

Dear EGM,

I was wondering if there are still people out there who play and buy retro systems and games, such as the Atari and Intellivision systems. If so, who can I contact?

Ben Trotter
bntrotter@utc.campus.mci.net

A lot of us at EGM still play the classics! But if you are looking to buy or sell older systems, you may want to hit trade shows, yard sales and flea markets. And since we just printed your e-mail address, we're sure that a few people will be trying to contact you as well.

MISGUIDED READER?

Dear EGM,

A while back, when I was a loyal subscriber to VideoGames Magazine, I received a little card in the mail. It said that

VG had stopped publication! It also said that the rest of my subscription would be turned over to *Electronic Gaming Monthly* (alias, *EGM*). I was outraged! I thought, "Do these lowly dogs think they could move into the space in my heart once occupied by *VideoGames*?" So, I waited for that first issue, and it arrived...I read it. And I closed it. I found that your reviews are full of thought, I could tell you spend time analyzing each and every game, your news are based on facts, and you are surprisingly unbiased toward the different game systems.

Justin Okro
Pierz, MN

What? No accusations of *EGM* being biased toward so and so and so biased against blah and blah? No problems with how we review games? How peculiar!

READERS ON TUROK

Dear EGM,

Your reviews for Turok [March, *EGM* #92] were pretty lame. You guys say the game's too repetitive. I have to agree with you...to a certain extent. The only levels I found repetitive were the first three I've owned many systems and played many games. I know what's good and what's not. I have to strongly stress that Turok kicks some major butt! I'm sorry if I sound rude, but I'm just a little upset. Don't worry, I still love ya!

Michael Geiss

C.Gable-clarity@connect.com

Oh, there it is.

TOP 5 THINGS WE WANT (OR CAN'T WAIT) TO SEE AT E*

5 HQ's WCW Party (complete with an actual WCW event)

4 Nonstop BEVERAGES!

3 Celebrity Game Stars (Bruce Willis???)

2 A "Girls of E" Calendar

1 Ziff-Davis' Party (we hope we're invited...)

AT THE END OF YOUR ROPE?

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INTERFACE

ANOTHER READER'S LOOK ON TUROK

Dear *EGM*,

Despite the much-ballyhooed size of *Turok's* levels, I didn't like the murky backgrounds, the lack of horizons and the dingy colors. Plus, that jumping and falling business makes this game hard but not fun. I could play *Doom* for decades, but *Turok* is only a two-time rental for me.

— Norman Cutter

norman9@webtv.net

So some people liked it more than the Review Crew, and some liked it less (and some like it the same). Surprise, surprise. But Mr. Cutter wasn't kidding about the lack of horizons. As our friend Secret Turtle paraphrased (from a *Mystery Science Theater* scene), "Turok has more fog than the movie, *The Fog*." Very articulate, Turtle.



Turok's causing some controversy, but it's not because of its violent content.

RUDE, CAN'T SPELL, AND HATES GAMERS

Dear *EGM*,

I agree with Taylor Acosta [January 1997 *EGM* #90], people who play video games need to get a life. most game systems stink like crap and frankly, *EGM* is the stinkiest magizine I've ever descripted to and I'm going to desscipe next week

— Brando Deshazo

deshazot@juno.com

Please do "desscipe" to *EGM*. Save the money and get a dictionary (or better yet, a first-grade education). This is yet another obvious attempt to stir up trouble from an insecure and lonely individual. Normally, we would toss a letter like this into the recycling bin, but since Mr. Deshazo didn't tell us not to print his e-mail address, we figured that the hundreds of people who wanted to complain to Mr. Acosta can now direct their energies toward this guy. Why e-mailing! And please, no more attention-starved correspondence (we're not going to print any more of these kinds of letters!). "Get a life!"

RIGHTS ON THE NUMBER 64

Dear *EGM*,

How could you call it *Samurai Showdown '64* [April, *EGM* #93] without some sort of specification? It's got nothing to do with the Nintendo 64! Even if you were to print something as non-Nintendo as, say, *Virtua Fighter 64*, my first notion would be that it

was coming out for the N64. I would appreciate some kind of apology.

Damon Hollins

c639982@showme.missouri.edu

Sorry, you aren't getting one. *Samurai Showdown 64* is the early title that SNK has given to their new game (it may very well change, but that's not up to us). We did not name the game ourselves! We can't help what game companies call their products, nor can we help it if you automatically assume every "64" game is an N64 game. We don't blame you for thinking it, but Nintendo does not own the number "64." With four upcoming 64-Bit systems (PlayStation 2, Saturn 2, M2 and Neo-Geo 64), you may see plenty of non-Nintendo titles with "64" in it. Anyone can use the number (and in this case SNK, not *EGM*, did), so don't get upset with us if you've been misled!

SHORT AND RIGHT TO THE POINT

Dear *EGM*,

Hello. I like to read *EGM*. (end of letter) That's the best letter I could possibly write, right? Please send me my FREE PlayStation control pad for being Letter of the Month. Thank you.

Jesse Langanki
Champlain, MN

Nice try! You might have won if you would have said, "I love to read *EGM*."

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Next Month

EGM²

Tips, Tricks and Strategies for Home and Arcade

June 1997

They say that variety is the spice of life, and in the next issue of *EGM* we will have so much variety in our gaming strategies that you'd think we were makin' chili!

In June's issue, we throw you into the driver's seat with *Rage Racer*. Find out all the

ins and outs (maybe a few secrets too) about this cool driving game.

What would you do if you had no memory of who you were, plus on top of that, you had a disease that slowly turned you into a freak? In the *Overblood* strategy guide, we'll tell you exactly what to do.

Once again it's either dino-stompin' or human-eatin' time in the sequel to *Jurassic Park*. In our *Lost World: Jurassic Park* guide, *EGM* will show you the strategy for both scenarios!



Overblood is action-packed with lots of mind-boggling puzzles.

FEATURE STORY



*Humans can be a tasty treat or a danger depending on what character you play as in the sequel to *Jurassic Park*.*



*Beware Sunday drivers: *Rage Racer* is on the loose!*

ELECTRONIC GAMING MONTHLY

July 1997

FEATURE STORY



The *EGM* editors have just returned from a major tour of all the big-name game developers. Watch for a huge preview of all the new games that will be coming out this fall.

*There has been some top-secret U.S. M2 game development going on and *EGM* found out what and by who!*

The *EGM* editors have returned from their U.S. travels with dozens of new games that even we didn't know about! Don't miss our huge blowout on some of the best-kept secrets in the industry (until now!) on the year's hottest games.

Also our editors are on their way to England to visit Psygnosis and a few other European developers to see what games we might be playing this fall from that side of the ocean.

The M2 is going to be hot news at E3. No need to wait that long as we went



*Capcom might bring out a Saturn-only version of *Cyberbots*. We've got the story!*

underground and got the news on the system, secret analog controller and the games.

Finally, we will have an extra-special bonus surprise packed inside the polybag. This is one issue that you won't want to miss!

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Mystery Word Grid



WORD LIST and LETTER CODE chart

PINCHW	PRESS.....K	BLAST.....A	WRECK.....D
BREAK.....Z	PUNCH....S	SPRAY.....C	TURBO.....V
STOMPT	STAND.....R	PRESS.....E	DREAM....O
CRUSH.....I	SCORE....H	SLANT.....L	CHASE.....P

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